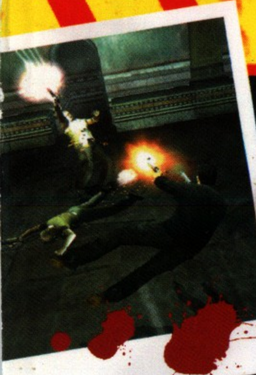
NEW! THE NO.1 TIPS AND CHEATS MAGAZINE FOR PLAYSTATION®2

CHEATZONE

TIPS ★ GUIDES ★ SOLUTIONS ★ CHEATS



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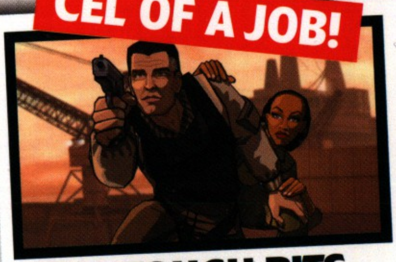
Murder sorted medically as we answer your questions...

CEL OF A JOB!



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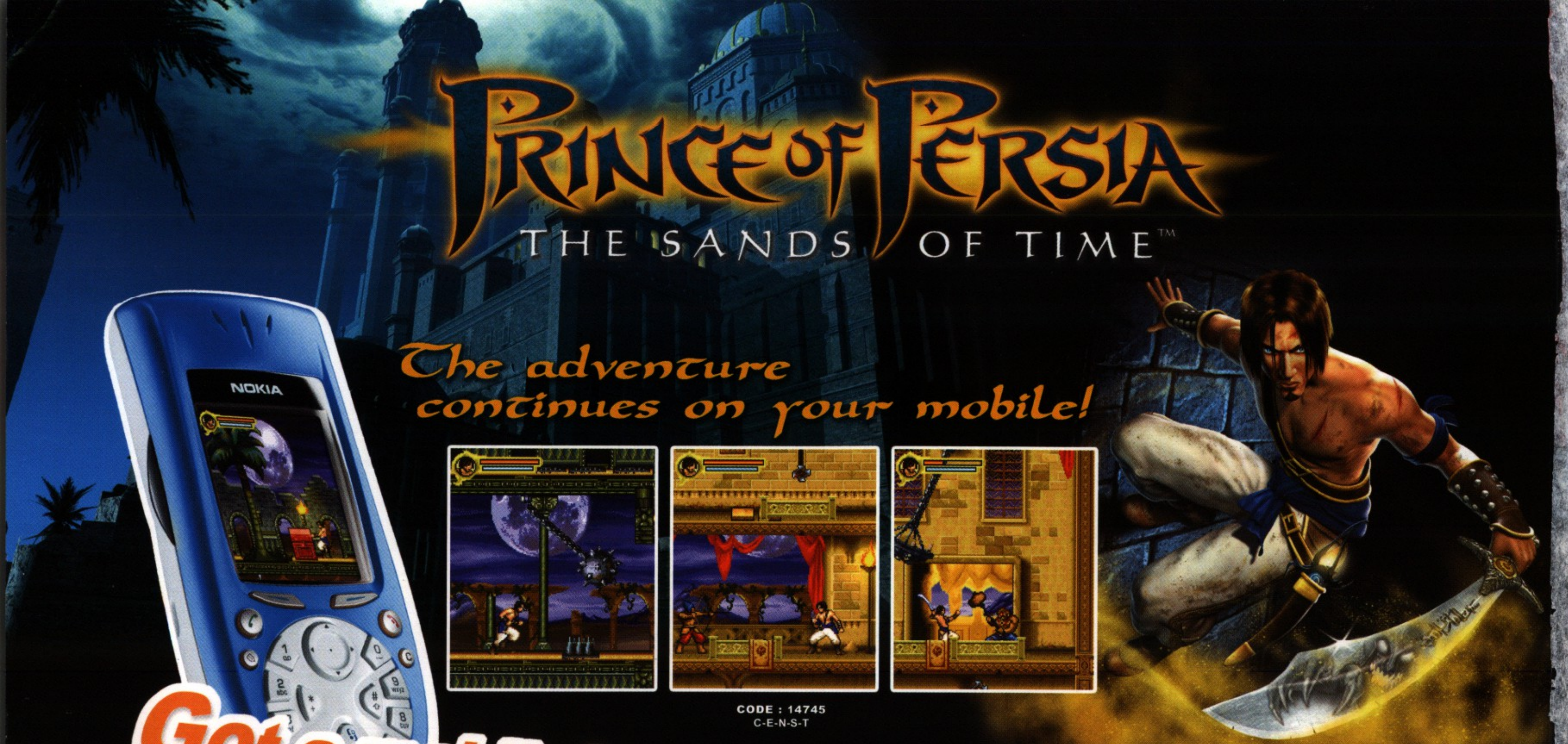

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RAYMAN® BOWLING

CODE : 52466
A-C-E-G-N-P

RAYMAN® GOLF

CODE : 97450
A-C-E-G-H-I-N

SUMMER VOLLEY

CODE : 32922
A-H

PUZZLE

Gameloft's SOLITAIRE

CODE : 37593
A-B-C-E-H-I-M-N

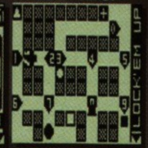
CLUSTER PIRATE

CODE : 77918
A

GAMELOFT CASINO

CODE : 46871
A

LOCK'EM UP



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WELCOME TO CHEATZONE

THE MAGAZINE YOU WANTED...

Welcome to Cheatzone! What you hold in your hands is the best tips and cheats magazine anywhere. We know this because, before we even put mouse to, er, paper, we asked you –and people like you – what *you* wanted from a PlayStation 2 cheats mag – and those opinions formed the heart of what you see before you now. Have a flick through. Recognise some of it? Maybe you were the one who came up with our 'Have you seen this?' section, or the 'Ask Us' page. Or maybe you were one of the many, many people who told us number one on your list of priorities was bigger guides and more cheat codes.

STARTING FROM THE BACK

One of the bits we're most happy with is the Play More section, starting page 89, which dedicates 38 pages to getting more out of the games you've already got. Every month, we'll be squeezing every last drop we can out of the hottest games. This month: sneaky backstage tactics in *Smackdown*. Oh, and talking of *Smackdown*, we can guarantee you this: our guides are the most detailed in the business. More pages. More tactics. More everything. If it's not in them, it's not worth knowing.

THE CHEATZONE TEAM

WE DELIVER THE BEST GUIDES EVERY MONTH!

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The best True Crime guide ANYWHERE

Harry Potter done and dusted

The biggest WWE Smackdown guide on Earth!

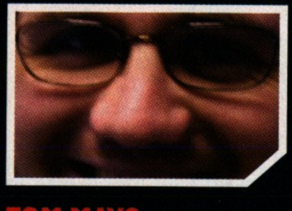
Tony Hawk's and Medal of Honor nailed

SO WHO ARE WE?

They're talented and they're dedicated. Apart from Rich. He just likes Rod Stewart.

MATT CUNDY

As luck would have it, Cundy managed to avoid most of the hard graft and late nights this month by having a 'baby'. Also of interest: his Richard III-like hair.



TOM MAYO

Tom has something of a problem waking up in the morning. 'Something' meaning he *doesn't* wake up in the morning. Being a bear in hibernation doesn't help.

STEVE CUN'WORTH

Long named Steve is into his hip-hop, ladies with no clothes on that you don't have to pay for, and croaky-voiced excuses as to why he's late in.

RICHARD HOOD

Rich remembers the days when the world had a faded yellow tinge to it. Despite being 47, Rich tries to keep up by shouting 'wickamondo!' irregularly.

TIM WEAVER

Tim – or 'Sir', as he likes to be called – is the brains of the operation. Which probably explains why Matt, Tom, Rich and Steve are still waiting for work.

IN THIS ISSUE...

NEW
TRUE CRIME
CHEATS!

WWE SMACK DOWN!

HERE COMES THE PAIN

012 Wrestling made easy! Every mode nailed, every last tactic employed – you MUST see this guide if you want to get everything...

12,000 CODES

More cheats than any other mag!

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CHEATZONE
A TO Z
007 NIGHTFIRE
BURNOUT 2: POINT OF IMPACT

090 A TO Z
Twenty pages entirely dedicated to PS2 cheats. That's not hints disguised as cheats either. That's cheat codes. Neat-o.

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THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 SMACKDOWN! HERE COMES THE PAIN
Watch as Mayo deals you in with the most comprehensive wrestling guide you'll ever see.

030 TONY HAWK'S UNDEGROUND
The hardest bits of T.H.U.G given the treatment they deserve!

040 MEDAL OF HONOR: RISING SUN
Level by level, save point by save point, secret by secret.

054 QUIDDITCH WORLD CUP
Breeze through the game with our cup-winning tactics. Easy.

062 TRUE CRIME: STREETS OF LA
Twelve pages of skull-bustin', punk-shuntin' walkthrough.

074 LORD OF THE RINGS: RETURN OF THE KING
The two secret levels sorted – you won't fail with our guide!

076 SPLINTER CELL
It's out on Platinum and we've got the whole shebang done for.

126 THE SIMS: BUSTIN' OUT
The beginner's guide to an easy domestic life – get involved!

PULSE
RATCHET & CLANK
TRUE CRIME: STREETS OF LA
CONFLICT
ALL-NEW CHEAT DISC CODES
ACTION REPLAY
XPLODER
GRAND THEFT AUTO
I'M STUCK ON GTA
Seen this...?
#1
STUFF YOU SHOULD HAVE DONE IN...
WWE SMACKDOWN HERE COMES THE PAIN
BACKSTAGE PASS
THE PARKING LOT
TIMES SQUARE
OUTSIDE AREA A
OUTSIDE AREA B
CHEATZONE

The latest cheats for the hottest new games!

The only place to get your GTA answers!

100s of Action Replay & Xploder codes!

Stuff you might have missed in Smackdown!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

NEW
TRUE CRIME
CHEATS!
Grand St

Things that go pump in the night: Deal out the double pump actions with some of the cheats listed below...

MORE TRUE CRIME HERE!

SELECT CAR COLOUR

When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move at all.

PLAYABLE CHARACTERS

Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattooed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM

Look here for
`interesting' facts!

HOLLYWOOD HOMICIDE

TRUE CRIME: STREETS OF LA

Pop the Glock and schlock the dock. Whatever that means.

Pause the game and enter the code...

UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:

Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES

Press ⊗, ◎, ⊡, △ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS

Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, △ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head above a completed episode. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS

When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection of symbols.

DID YOU KNOW? ➔ LOS ANGELES HAS A MURDER RATE OF 22.8 PER 100.000. MAKING IT THE FOURTH MOST

SUPER FURRY ANIMALS

RATCHET & CLANK LOCKED AND LOADED

What earns you what...

Get the number of skill points listed to unlock the relevant cheat. (So, get 5 skill points for a big headed Ratchet...)

RATCHET HAS A BIG HEAD
Get 5 skill points.

RATCHET IN A TUX
Get 7 skill points.

CLANK HAS A BIG HEAD
Get 10 skill points.

MIRRORED LEVELS
Get 12 skill points.

ACTORS HAVE BIG HEADS
Get 15 skill points.

RATCHET WEARS A CLOWN SUIT
Get 20 skill points.

ENEMIES HAVE BIG HEADS
Get 25 skill points.

BEACH BOY
Get 30 skill points.

SNOW SKIN
Play the Impossible Challenge in the Megacorp Games Arena and win all 60 levels.

TOP FIFA 2004 TIPS!

GETTING GOOD PLAYERS... ALWAYS
Go to the options menu then to 'Player Swaps'. Swap all the good players desired onto the team you want to play as, then save that as a squad. Call it whatever you fancy. Then go to 'New Season' and select 'Current Squads' and play your team. This is useful for a third division team. This team now has all the good players.

SHOULDER DROP
When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO
When a defender has you cornered hold R2 when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push ↑ or ↓ and you'll knock the ball him.

ROULETTE
When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

YELLOW PERIL

THE SIMPSONS HIT AND RUN

Springfield sorted out...

Hold L1 and R1 at the options screen and then input the code for the desired effect...

VERY FAST CARS
△, △, △, △

ALL BONUS CARS
✕, ○, ✕, ○. For this to work, you must have a 100% game completion. Resume the completed game and find a telephone. Press L1 and R1 at the vehicle selection menu to choose a new car.

GRID VIEW
○, ✕, ○, △

ALTERNATE VIEWS
○, ○, ○, ✕

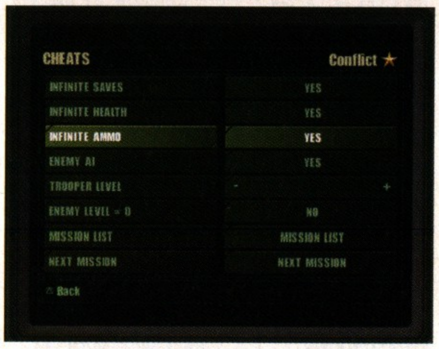
PSYCHEDELIC VIEW
△, ○, △, ○

NEW YEAR'S THEME
Set the system date to January 1st.

HALLOWEEN THEME
Set the system date to October 31st.

THANKSGIVING THEME
Set the date to the last Thursday in November.

CHRISTMAS THEME
Set the system date to December 25th.



CHEATS Conflict ★

INFINITE SAVES YES
INFINITE HEALTH YES
INFINITE AMMO YES
ENEMY AI YES
TROOPER LEVEL - +
ENEMY LEVEL = 0 NO
MISSION LIST MISSION LIST
NEXT MISSION NEXT MISSION

○ Back

IRAQI INTELLIGENCE

CONFLICT DESERT STORM 2

Do some Saddamage...

CHEAT MODE
Press L1, L1, R1, R1, □, □, △, △, ○, ○ at the Main Menu. Start a game, then pause and enter the options screen. Get in there and you'll find the Cheats option will be unlocked. Pretty neat.

How we LAUGHED

EVEN BEARDY PROGRAMMERS HAVE A SENSE OF HUMOUR...

TRUE CRIME: STREETS OF L.A.

This one is pure gold. It'll massage your mirth glands until they're secreting 24 'carrot' laugh juice. What you want to do is start a new game and enter JASS as your licence plate save name. You've got to hold down L1 + R1 as you enter each letter and also when selecting 'OK' to confirm the name. When you start the game you'll be a bipedal donkey dressed in gimp attire and smoking a tab (probably a Camel). We don't care where you're from – that's funny in anyone's language. Even German.

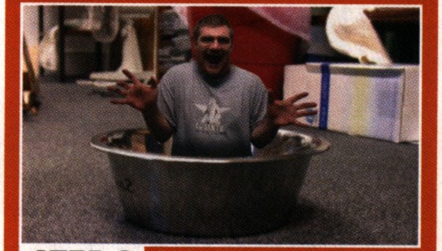
STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

01 SHRINKING

STEP 1 SMALL GUY

Renaming himself Tom 'Thumb', The Mayo-Bear hits upon a plan: what if he could shrink himself? He'd be able to sneak out of the office without doing his work... and, even better, infiltrate the women's bogs.



STEP 2 WATER HERO

Inputting the code, Mayo soon shrinks to a size so small he can hardly make out his own hands. Never mind – the advantages are obvious: he can now use a dog's bowl full of water as a swimming pool!

STEP 3 BEAR DESPAIR

What Mayo-Bear hadn't considered was that, as a small person, he might get under someone's feet. Specifically Tim's, who squishes him into the carpet.

NEXT MONTH...

ANOTHER REAL LIFE SITUATION IN WHICH THE MAYO-BEAR GETS HIMSELF 'CHEATEN' UP, STEPPED ON, SHOT AND PUNCHED.

VIOLENT CITY IN AMERICA BEHIND WASHINGTON, PHILADELPHIA AND DALLAS. THE LONDON MURDER RATE IS 2.8

ALL-NEW, ALL-TRUE JAK 2 TIPPAGE

JAK'S GOATEE
Collect 5 orbs.

MIRROR WORLD
Collect 15 orbs.

BIG HEAD MODE
Collect 30 orbs.

SMALL HEAD MODE
Collect 45 orbs.

SCRAP BOOK
Collect 55 orbs.

SCENE PLAYER ACT 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER ACT 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER ACT 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.

UNLIMITED DARK JAK
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

ALTERNATE SCRAP BOOK
Collect 200 orbs.

KINGMAKER

THE LORD OF THE RINGS: RETURN OF THE KING

Precioussss cheats from Middle Earth.

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8

Hold down L1, L2, R1, R2 and then press ↑, ⊡, △, ↑.

ARAGORN THREE-HIT COMBOS

Hold down L1, L2, R1, R2 and press ⊡, ↓, ◎, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS

Hold down L1, L2, R1, R2 and press ↑, ⊡, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES

Hold down L1, L2, R1, R2 and press ↓, ◎, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY

Hold down L1, L2, R1, R2 and then press △, ⊡, ⊡, △.

FARAMIR GAINS 1K EXP POINTS

To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press ⊡, △, ↑, ⊡.

UPGRADE FARAMIR TO LEVEL 8

Hold L1, L2, R1, R2 and press ◎, ◎, ◎, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY

Hold L1, L2, R1, R2 and press △, ↑, ⊗, ⊗. Just the job.

LEVEL 8 FRODO

Hold L1, L2, R1, R2 and press ◎, ◎, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY

Hold L1, L2, R1, R2 and press △, △, △, ◎. A-blade-zing.

LEVEL 8 GANDALF

Hold L1, L2, R1, R2 and press ◎, ⊡, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS

Hold L1, L2, R1, R2 and press ↓, ⊗, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES

Hold L1, L2, R1, R2 and press ↑, ↓, △, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY

Hold down L1, L2, R1, R2 and then press △, ↓, ⊗, ⊡.

LEVEL 8 GIMLI

Hold L1, L2, R1, R2 and press ⊗, ◎, ↓, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY

Hold down L1, L2, R1, R2 and then press ◎, ◎, ◎, ⊗.

LEVEL 8 LEGOLAS

Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES

Hold L1, L2, R1, R2 and press △, ◎, ⊗, ◎. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY

Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

24/200
good
150
final judgment
30
136250/145000

Final fight: Gandalf the Grey-coloured White will fight a whole lot better once you've cranked him up to level 8.

MERRY GAINS 1K EXP POINTS

Hold down L1, L2, R1, R2 and then press ↓, ↓, ⊡, ⊗.

LEVEL 8 MERRY

Hold L1, L2, R1, R2 and press ↓, △, ⊗, ⊡. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press ⊡, ◎, ◎, △.

PIPPIN GAINS 1K EXP POINTS

Hold down L1, L2, R1, R2 and then press △, ⊗, ⊡, ⊗.

LEVEL 8 PIPPIN

Hold L1, L2, R1, R2 and press ⊡, ↑, ↑, ◎. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press ↑, ◎, ↓, ⊡.

LEVEL 8 SAM

Hold L1, L2, R1, R2 and press ◎, ◎, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press ⊗, ⊗, ◎, ⊗.

UNLOCK FARAMIR

Begin a game as any character, pause, hold L1, L2, R1, R2 and press ⊗, ⊗, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO

Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ◎, ◎, ◎. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY

Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ⊗, ↓, ↓, ⊗. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN

Hold L1, L2, R1, R2 and press △, ◎, ⊡, ↓. Pippin will now be unlocked at the character select screen.

SHARE EXP POINTS IN CO-OP MODE

Hold down L1, L2, R1, R2 and then press ↓, ⊗, ⊗, ⊗.

DID YOU KNOW? → DURING THE FILMING OF THE LORD OF THE RINGS TRILOGY, OVER 1,600 PAIRS OF RUBBER FEET AND

SCORE: 0
SPECIAL
SWITCH
2,558 X 1
mo Handstand

Hangtime: Sod the balance meter with our new cheats and show the world how long you can stay on the perfect boarding line.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: ROSIE RUIZ

The first female to cross the finish line in the 1980 Boston Marathon. In doing so, Ruiz achieved the third fastest time ever recorded for a female runner in the race's history. Even more impressive than her laudable legwork was the apparent lack of perspiration dripping from her pits as she waved to the crowds from the winner's podium; and while race officials couldn't smell any sweaty odours, they could certainly smell a rat. It turned out that no one could remember seeing her anywhere during the race despite her supposed position amongst the front of the pack.

Ruiz was eventually rumbled when some members of the crowd said they had seen her join the race half a mile from the finish line. It also transpired that the half-mile hoaxess only managed to qualify for the Boston Marathon by cheating in the New York Marathon, where she opted to take the subway rather than the more rigorous route favoured by the other runners.

VERDICT:

Marathons are for cretins like Jimmy Saville and Blue Peter presenters. Damn the busy-bodies that foiled her deception – at least Rosie was having a go and not just 'spectating' like the lazy slobs that squealed.

STEP ON BOARD

TONY HAWK'S UNDERGROUND

T.H.U.G. blasted apart with these new cheats...

PERFECT RAIL BALANCE
Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS
Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY
Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES
Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS
Get all 129 goals.

KID MODE
Get all 129 goals.

ROLLERSKATES
Get all 129 goals.

FLAME
Get all 129 goals.

ALWAYS SPECIAL
Get all 129 goals.

PERFECT SKITCH
Get all 129 goals.

HOTTER THAN HELL LEVEL
Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS
Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN
Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.
Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS
Clear all gaps in the game.

CREATE-A-DECK MODE
Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:
Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE
Collect three secret tapes.

BAILS 2 FMV SEQUENCE
Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE
Collect nine secret tapes.

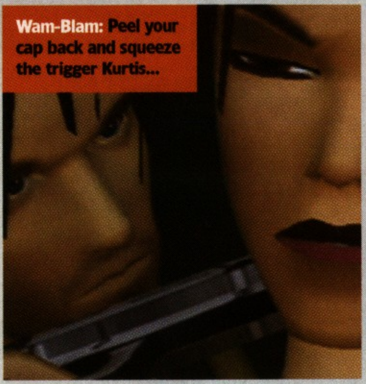
LOST FOOTAGE FMV SEQUENCE
Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING SEQUENCE
Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

EARS WERE USED AND 50,000 QUID'S WORTH OF COFFEE WAS DRUNK. LIKE FACTS? HAVE THOSE FOR FREE.

SHERLOCK HOMES

HE'S 182LBS OF PURE CHEAT SEEKING MISSILE.



Wam-Blam: Peel your cap back and squeeze the trigger Kurtis...

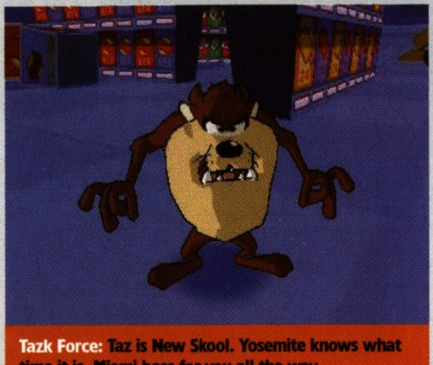
Q1 DO YOU HAVE ANY CHEATS FOR *TAZ WANTED*?

JAMIE ANDERSON MANCHESTER

Taz may be all up in your face like, "Wroooaarrggh!!! I'm Mr Looney Toons and you better hold on to your Honey Nut Loopz cos I'm going bongo band on your brain sack!!!", but forget all that spinnin' round like Hurricane Hugo with a hangover bullcrap 'cos he ain't foolin' nobody. Now, my man Yosemite Sam is a whole different A to craZee. 50 Cent got shot nine times? Well I lost count the number of times Sam took a slug in the muggins and I ain't never heard him whining like a weiner about it. Plus Sam sports fresher hats than Ascot, which is dope. So, cheats...

***Level select:** At the 'Start Game' screen, choose the Marvin Martian icon and enter #OP as a code.*

***All mini-games:** At the 'Start Game' screen, choose the Daffy Duck icon and enter ?BN as a code.*



Tazk Force: Taz is New Skool. Yosemite knows what time it is. Miami bass for you all the way...

Q2 ARE THERE ANY *TOMB RAIDER: AOD* CHEATS?

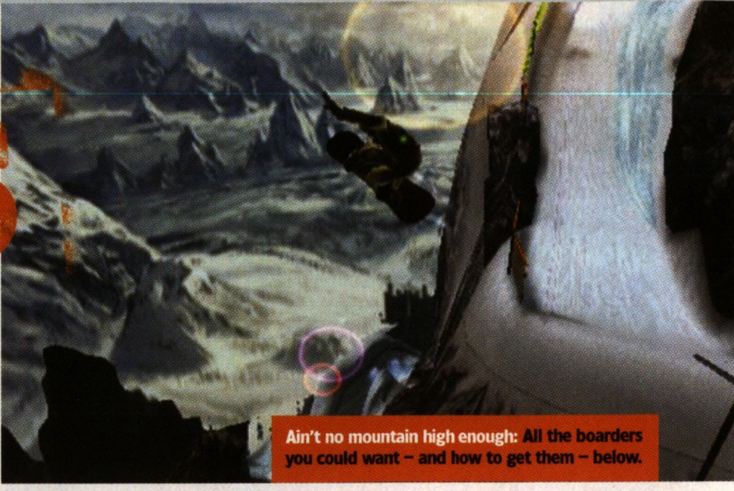
ROBERT LINER MILTON KEYNES

This game was so lame it was half-steppin' like an amputee. I waited a millenium for it to come out and it was 101 per cent certified wik-wik-wakness. What was up with Core and Eidos? Were the honchos in ponchos frontin' like Whistle and were all, "Don't take us seriously, we're only buggin'!" Forget them *and* Croft's fun bags – those things were more inflated than the house market. Suckers. Still, I ain't one to dwell, so let's make like a ladder inspector and step off. Here's the cheatology...

***Level Skip/Select:** Pause the game and press and hold* L1 + R2 + ↓ + Ⓐ. *Release the buttons and press* ◎, ↑, ⊡, Ⓐ, →, ↓. *New 'Skip Level' and 'Level Select' options appear on the pause menu.*

HOWEVER! This is the only cheat code that I've dug up, but I'll be Daffid El Joneso from the Nation of Welsh Lamb if I can get it to work. Still, I ain't sayin' I'm infallible, so dive in and try your luck. If anyone can lay it down with the desired, please get busy with the correspondance and confirm it with your man Homes. I'd be supremely thankful. Word!

Likewise, if any of you crazy playaz want Homes to seek some cheats on your behalf, or you just want to shoot the breeze and share some ABCs, mail me: My Man Homes, Cheatzone, 30 Monmouth St, Bath, BA1 2BW. Or email: cheatzone@futurenet.co.uk



Ain't no mountain high enough: All the boarders you could want – and how to get them – below.

SNOW AND TELL

SSX 3

Unlock characters. All of them.

BRODI

Enter zenmaster as a case-sensitive code. Enter a lodge, select rider detail, then choose Brodi.

BUNNY SAN

Enter wheresyourtail as a case-sensitive code. Enter a lodge, select rider detail, then choose Bunny.

HIRO

Enter slicksuit as a case-sensitive code. Enter a lodge, select rider detail, then choose Hiro.

JURGEN

Enter brokenleg as a case-sensitive code. Enter a lodge, select rider detail, then choose Jurgen.

MARTY

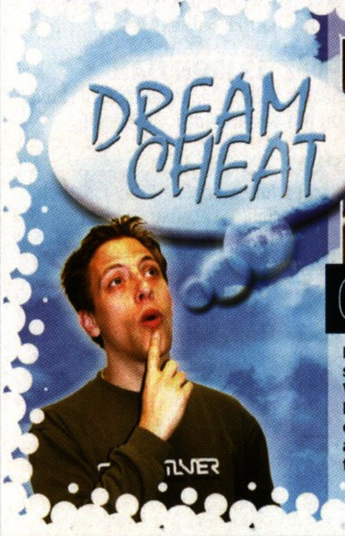
Enter back2future as a case-sensitive code. Enter a lodge, select rider detail, then choose Marty.

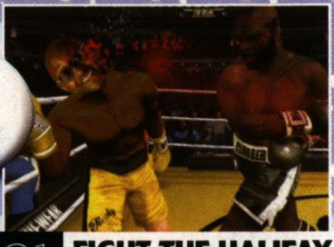
SVELTE LUTHER

Enter notsosvelte as a case-sensitive code. Enter a lodge, select rider detail, then choose the frankly brilliantly named Svelte Luther, brother of Martin and Lex. Apparently.

PEAK 1 CLOTHES

Enter shoppingspree as a case-sensitive code. Now check back and see what you've unlocked. A crud load of new clothes, that's what. Just the job, as they say.



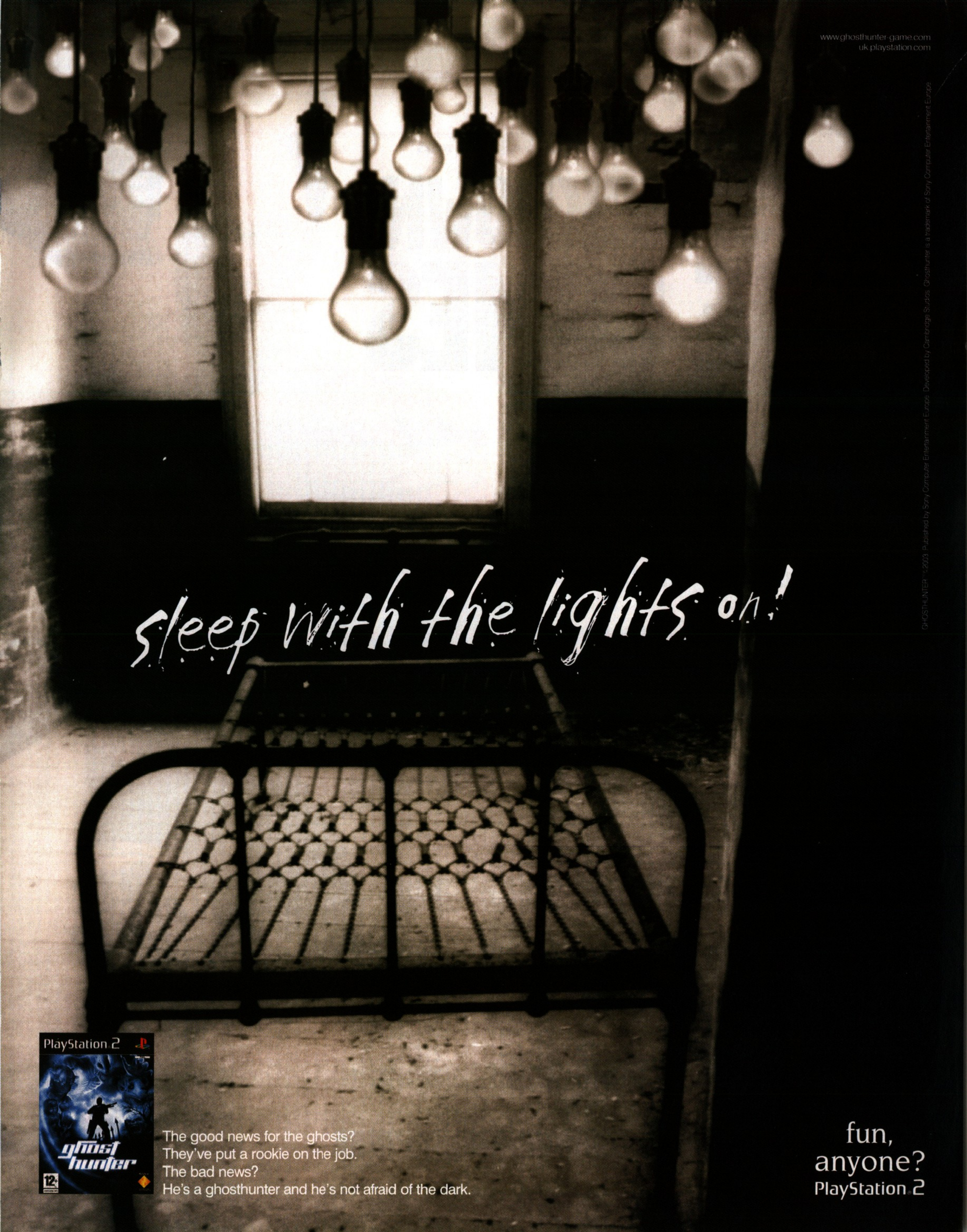


01 FIGHT THE HALIFAX AD GUY IN *ROCKY*

He stinks up every ad break with his stupid singing about yawnsome current accounts. Wouldn't it be great to go mano a mano with him in *Rocky*? We'd give him extra – like some extra swelling around the eyes. And no, terms and conditions don't apply in the ring my friend. Jab, jab, hook, KO. Sweet. ■

DID YOU KNOW? → TEN INCHES OF SNOW IS AS GOOD AN INSULATOR AS SIX INCHES OF FIBRE GLASS ROOFING FELT?

www.ghosthunter-game.com
uk.playstation.com


sleep with the lights on!
PlayStation 2
ghost hunter
12+

The good news for the ghosts?
They've put a rookie on the job.
The bad news?
He's a ghosthunter and he's not afraid of the dark.

fun,
anyone?
PlayStation 2

GHOSTHUNTER™ © 2003. Published by Sony Computer Entertainment Europe. Developed by Cambridge Studios. Ghosthunter is a trademark of Sony Computer Entertainment Europe.

THE FACTS: **HERE COMES THE PAIN** ● PLAYERS **1-6** ● MEMORY CARD SPACE **266KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **TWO WEEKS**

The basics every wannabe should master before taking on the big boys. Here. Er, omes the pain.

WWE SMACKDOWN! HERE COMES THE PAIN

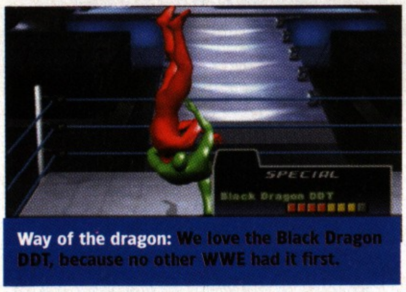
With over 80 different match types in total, there are a lot of different rules to play by.

01 CREATE A SUPERSTAR

AS DEEP AND ENGROSSING AS IT IS, THERE'S STILL PROBABLY MORE TO IT THAN YOU THOUGHT...

MOVES

You could just go for the coolest looking moves, but there are other factors to consider... For example, there are an enormous variety of moves within the game, and an enormous number of different situations to choose a move for, but excluding the unlockable movesets (which are largely finishing/signature moves of missing/Japanese wrestlers), most of the expanded movelist is there to make the game's roster look more unique. If, like us, it irks you to see your creation simply aping the moves of other, famous wrestlers, you'll want to take the time to trawl through the list and find the little gems that look a) painful and b) different to anything else anyone is using. Here's some other things to think about, too.



Way of the dragon: We love the Black Dragon DDT, because no other WWE had it first.

HOW LONG DOES THE ANIMATION LAST?

Mainly for strikes, this one. That discus style Spinning Punches looks like a cool way of finishing up your three-hit combo, but it's so slow to execute that they tend to simply grapple you mid-flow. Worse still, since you turn around during it, they often take you from behind, so to speak.

WHERE DO WE BOTH END UP?

Again, some of the cool looking ground strikes take longer to perform, and even end up with you sitting on the floor, whereas the classic Angry Stomp is fast, and repeatable. Grapples, too, will vary tremendously. Some of them just drive them straight into the mat where you're standing, but some throw them all over the place, and you'll need to know exactly where if you want to get a quick pin afterwards without having to worry about a rope break.

CAN I STILL DO THE MOVE BACKSTAGE?

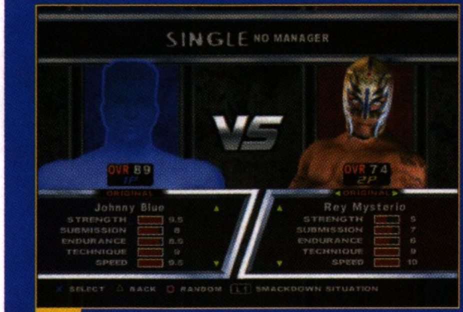
The Rock's finisher, People's Elbow, may be a real crowd pleaser but involves bouncing off the ropes a couple of times. There are no ropes in the Training Room, hence no People's Elbow. Of course he still has the Rock Bottom, but the bottom line is that one of his strongest moves simply isn't available to him in certain situations – you don't want the same to happen to you.

CAN I DO THIS ON A BIG FAT BLOKE?

Certain moves are now impossible for a smaller wrestler to perform on a big one. We went through Season Mode twice with our created character, a cruiserweight, and built his strength all the way up to 9.5, but he still can't lift A Train into a back suplex. Size matters, not Strength.

BEST PLAYED
Covered in baby oil, dressed only in sparkly pink pants, with a burly man hugging your thighs.

BEAT THIS ➔ SMASH THE UNDERTAKER'S RECORD BY GETTING 50



1 CHOOSE WISELY

The wrestlers all have dramatically different stats and moves, so pick one that suits your playing style, and of course one suitable for the match. Or, of course, make your own!

Johnny Blue
Rey Mysterio

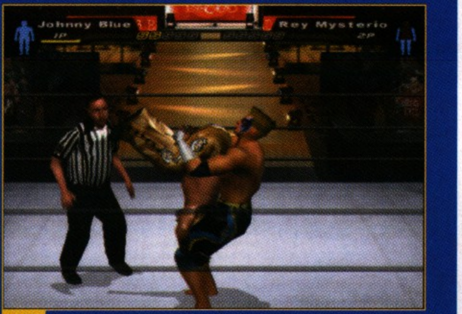
2 ON STRIKE

Strikes will never be your primary method of doling out damage, but it's foolhardy to ignore them and go right for the grapples. Use them to break up their attacks and keep them on the ground

Johnny Blue
Rey Mysterio

3 MIX IT UP

The more varied your attacks, the quicker the Smackdown Meter will rise. Use the ropes, the turnbuckle, ground grapples, the lot. Double tap ◎ when you pick them up, and use your rear grapples



4 PRESSURE

Don't give them a chance to counter or evade you, keep the moves coming. Slam them to the floor and immediately pick them up again only to slam them once again. The quicker you wear them down the better.

02 SEASON MODE

TAKE YOUR CREATION ALL THE WAY THROUGH TO WRESTLEMANIA, AND GLORY! OR CHEAT AND USE BROCK LESNAR

Our following guide will help you through the toughest parts of Season Mode, with its many and varied match types, but there's lots of bells and whistles which are there more to keep you interested than anything else.

It's best not to talk to too many Superstars backstage until you have a decent reputation, since many of them will disrespect you regardless of your conversational choices, losing you SP. Any time you are invited to form an allegiance with a wrestler, too, be warned that they are almost guaranteed to turn against you at some point

TORRIE'S BIT

SHE'LL ANSWER YOUR QUESTIONS!

"Hi, I'm ex-Playboy covergirl and WWE Diva Torrie Wilson, and against all the odds I've agreed to take some valuable time out of my schedule to answer any questions you, the **Cheatzone** reader may have about *Smackdown! Here Comes The Pain*. So, send in your questions and stay tuned for the first of my regular columns, "Ask Torrie", next month! Kisses!"

WRITE TO:
Ask Torrie, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL:
cheatzone@futurenet.co.uk (put Ask Torrie as the subject)

WINS IN A SLOBBER KNOCKER. ■

HOT SHOTS

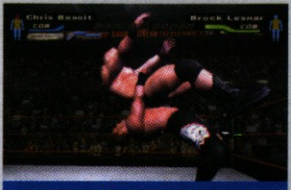
White hot blasts of wisdom for mastery of the game...

BROCK HARD

Remember the name, remember the face, for you will soon enough learn to hate the man they call... Brock Lesnar. Grrrrrrrrr.

■ Brock Lesnar is the star of the game. It's even named after his slogan. Consequently, he's the toughest single wrestler to beat, and will be the biggest thorn in your side during Season Mode particularly. On the plus side, if you're quick enough to choose him in a multiplayer match, you've got an advantage. For those not quick enough on the draw, here are some tips on beating the monstrous fellow.

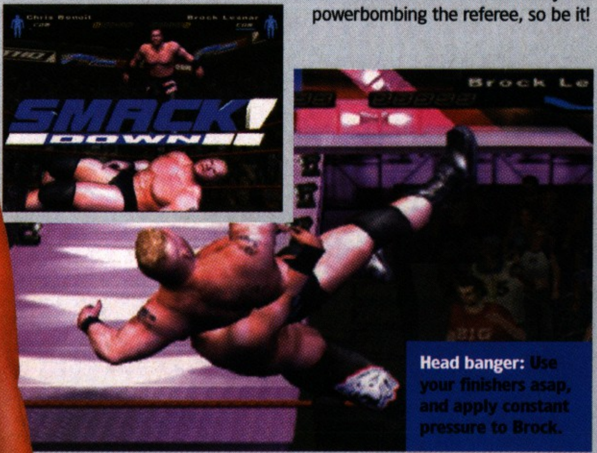
■ The first, and most obvious factor influencing your chances of survival is the wrestler you play as. Incredibly enough, Chris Benoit has a much better chance than Victoria. If in doubt as to the general power of a superstar, look at their stats and their OVR figure, which indicates their popularity, and by inference, their effectiveness in the ring. Yes, regardless of each wrestlers real life ability to lift a tow truck, or whatever, the more popular they are, the more deadly.



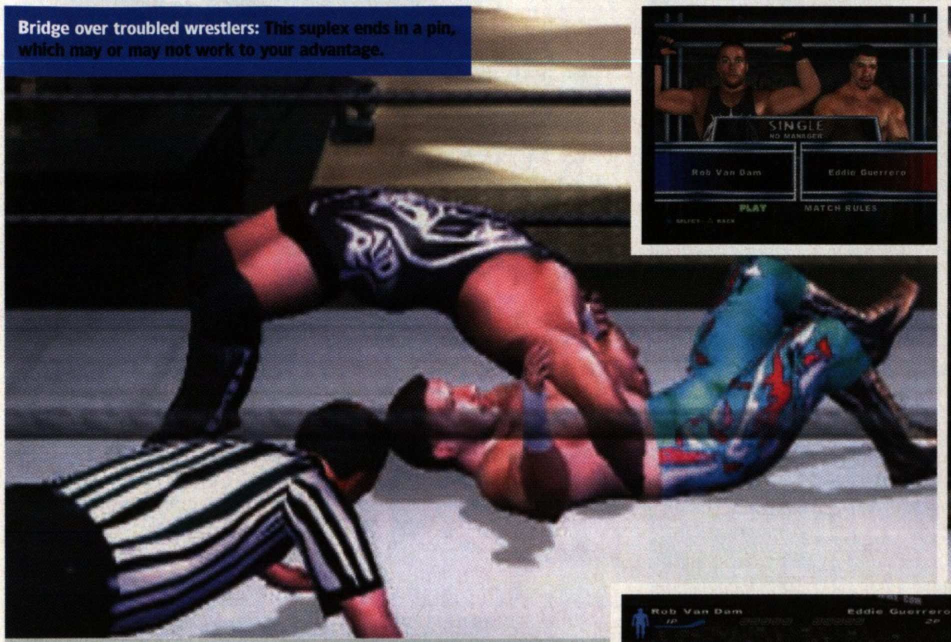
German efficiency: Chris Benoit's suplexes are very effective.

■ In fact, Chris Benoit is a very good choice against Brock, because of our next point – exploiting his weaknesses. Basically, he doesn't have any, but his lowest stats are Speed and Submission at a paltry 7.5 and 8.5 respectively. Not only is Benoit slightly faster, but he has devastating submission techniques. Keep out of reach of his huge power moves, wear down his arms, and slap on the Crippler Crossface whenever you can.

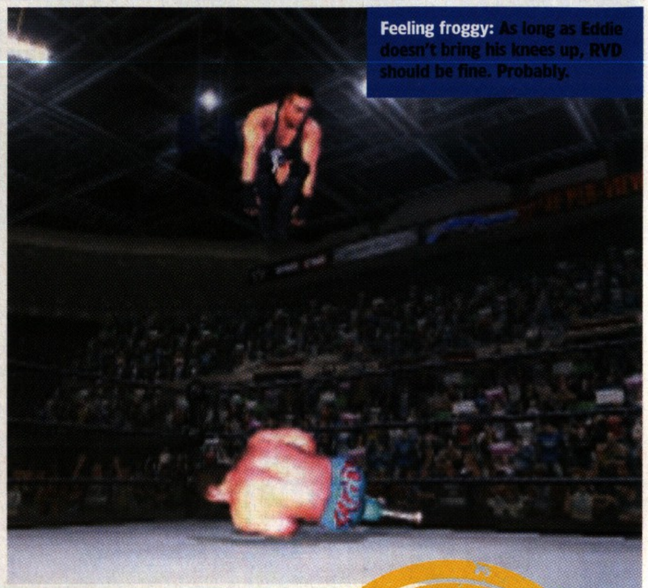
■ Lastly, check out the Is This Legal? boxout on the next couple of pages. You need to take advantage of every, er, advantage you can, and if that includes 'accidentally' powerbombing the referee, so be it!



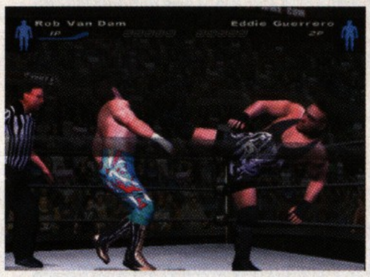
Head banger: Use your finishers asap, and apply constant pressure to Brock.

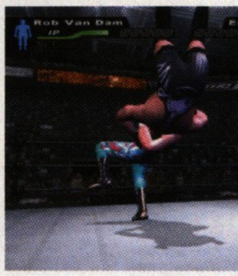


Bridge over troubled wrestlers: This suplex ends in a pin, which may or may not work to your advantage.



Feeling froggy: As long as Eddie doesn't bring his knees up, RVD should be fine. Probably.





TAKE THE P*SS! Wait until you've got two Smackdown icons, get into their finisher position, hold L2 and tap L1. You should get a red Smackdown! and perform their own signature move on them!

SINGLE

There's a deceptive depth to even your basic one on one matchup.

MATCH TYPES
- NO MANAGER
- NO MANAGER VS WITH MANAGER
- WITH MANAGER VS WITH MANAGER

While you'll probably forsake the standard multiplayer single matches for more interesting ones often involving smacking each other on the head with a steel chair, for example – these are the most basic match type, and what you'll spend most of season mode doing. It's also where we're going to cover the fundamentals, which will apply to the vast majority of other matches too.

CHOOSING YOUR WRESTLER

Your choice of wrestler will dictate your strategy to a great extent, now that the system includes separate statistics for separate abilities (speed, submission and so on). Rey Mysterio Jr positively zooms around the ring, but can neither give nor receive tremendous amounts of damage, while Big Show is quite the opposite, of course. Watch out if they pick a big brute and you pick a cruiserweight, because some of your grapples are bound to try and physically lift them skywards, and you're simply not going to be able to do it. Either know your moveset so well you can avoid them, or bite the bullet and pick someone stronger.

STAY ON YOUR TOES

Keeping on the move is a great way to stay out reach of grapples, as the other guy (or girl) will have to stand still to actually try to snag you in one. Of course, to continue the previous example, this is easier with Mysterio than with Show. Getting in and out of the ring is executed by pressing towards the ropes and ▣, but if you want to climb the turnbuckle, you need to be in the corner, press towards it and △ – the run button. It's a lot easier to avoid getting a pin interrupted by a rope break this time around, so don't rely too much to sticking by the ropes for safety. You may even get knocked back into them for the context-senstitive grapple.

USING YOUR OPPONENTS

As important to manouevring yourself around the squared circle, is doing the same with them. You've got a potentially enormous number of moves you can perform, so to give yourself the best possible chance of winning you should try to use as many as you can, which for a start means mastering the Irish Whip. When you're in grapple range, press ◎ then one of the eight basic directions. Regardless of your position in the ring, they will run straight to the ropes/corner. Pressing ◎ on its own or with a direction as they bounce off and run back at you performs an attack. If you've thrown them into the corner, you can run at them and use a strike, grapple them into a Superplex, or Irish Whip them into the same corner again so their back is to you. This is a great way of accessing some seldom-used moves, but also gives them two chances to counter.

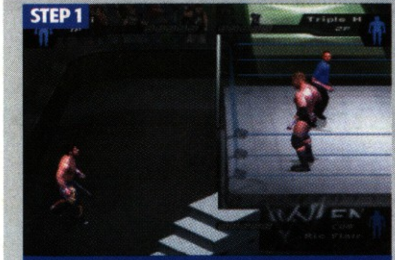
TAKING THEM FROM BEHIND

If you struggle to pull off those cool grapples that require them to be standing but facing away, there are three solutions. Either find a strike that physically spins them around, wait until they are stunned and try to circle around before they recover, or – easiest of all – double tap ◎ when lifting them off the mat. Lastly, hold ◎ by a prone

CHEAT TO WIN

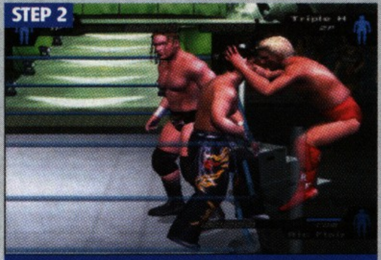
WHEN IT DOUBT – PLAY DIRTY!

STEP 1



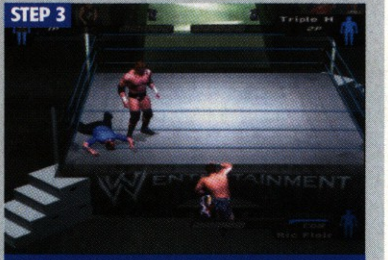
Make your mind up: If you're getting a beating, nip through the rops with ◎ and quickly back into the ring. You'll be invulnerable during the animation, and they will follow you. As they get back into the ring, punch them to the floor and kick their head in. Running away also works, for a limited time. But things would have to be really desperate for you to do that...

STEP 2



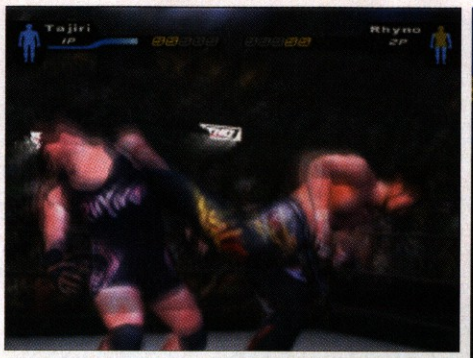
Who me?: Having a manager present can be a life saver. They will distract your opponent from outside the ring, grabbing their ankles if they get close (which makes them turn around and shake an admonishing finger, allowing an easy back grapple) or even grabbing their head and bouncing it off the top rope (called a Stun Gun). They can also break up pins if you're in trouble.

STEP 3



If he never saw it, it never happened: Occassionally the referee takes a bump by accident. While he's down, recovering from something at least moderately painful, quickly scoot outside the ring and rummage under the apron with ◎ for a weapon. Use the weapon with mad abandon. Throw it away when ref wakes up. Deny everything. Pin for the three count.

Halitosis Kid: Tajiri seems to have a miraculously unlimited supply of that green mist in the game...



Plan-tastic: Think ahead to your finishing move, and target that specific body part beforehand.

opponent and push a direction to drag them. Strikes are there to wear them down and set them up for grapples. Secondly, the faster strikes are useful for interrupting grapple attempts. Mid- to late-game, they should be used sparingly, since they should be worn down so that the grapples, which deal signficantly greater damage, aren't countered too often. The most useful strike in the whole game is Toe Kick 2 (↙ or ↘ ⊗). This is guaranteed to stun an opponent facing you, perfect for setting up a Smackdown. While pressing ⊗, ⊗, ⊗ initiates a combo of sorts, watch out that the last move isn't so slow that they just move away.

GETTING TO GRIPS

The bread and butter of any match is going to be the grapples. There are some strategies you would do well to learn. Probably the most important of them is to vary the moves you perform. You've got sixteen just from a standard front position, another eight from behind (normal and groggy), and so on. It's also well worth paying attention to which grapples damage which sections of their body. Try to target one part exclusively if you're a submission expert, and even if not they will start clutching said area in pain after most moves, giving you more time to attack. Also note the position they land in.

CONSISTENT PRESSURE

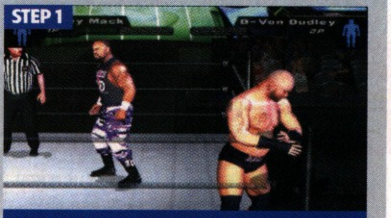
Consistent pressure is key: the less chance you give them of recovering and countering, the better. Learn to judge the length of time they stay on the map for, run to the turnbuckle and use an appropriate strike or grapple. This will probably only happen when you're choosing a superstar at random, or for the first time, but for goodness' sake remember what the criteria are for using your Smackdown! moves. You'll almost certainly want to pin them immediately afterwards, so try to work out where their finishing position ends up in relation to their starting position, and get them in the middle of the ring. This counts for submission moves too like Kurt Angle's Ankle Lock and Chris Benoit's Crippler Crossface, but for those you have to tap the buttons like a demon as well.

Mayo... come to mummy, Mayo

IS THIS LEGAL?

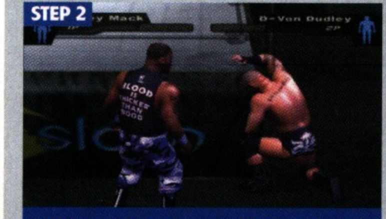
REFEREES IN THE WWE ARE NOTORIOUSLY FEEBLE, GESTICULATING MADLY WHILE WRESTLERS IGNORE THEM AND GET ON WITH THE MATCH. HOWEVER, THEY CAN STILL DISQUALIFY YOU. HERE ARE FIVE SNEAKY TRICKS TO GET AN ADVANTAGE WHILST STAYING ON THE REF'S GOOD SIDE – JUST!

STEP 1



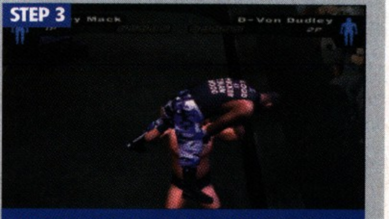
Exposed!: While in the corner, press towards the turnbuckle and ◎. Now Irish Whip them into it!

STEP 2



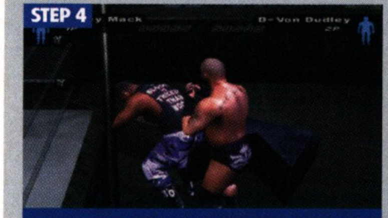
Steel!: Irish Whip them into the steel post at the corner of the ring. Press ◎ to smack their head against it.

STEP 3



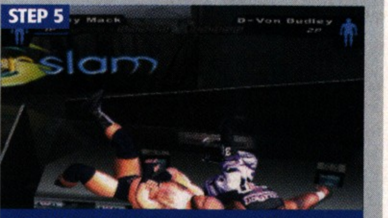
Wall!: Irish Whip them into the barrier outside the ring, then press ◎ for an extra attack.

STEP 4

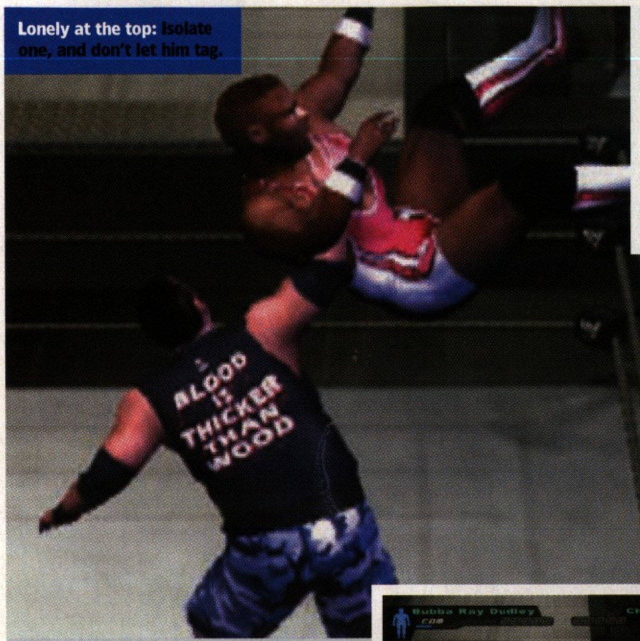


More steel!: Irish Whip them against the steel steps – but DON'T pick up the steps and hit them, you'll get disqualified.

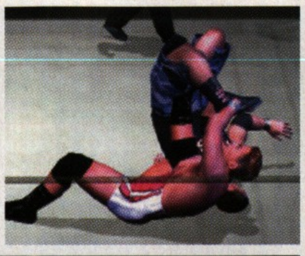
STEP 5

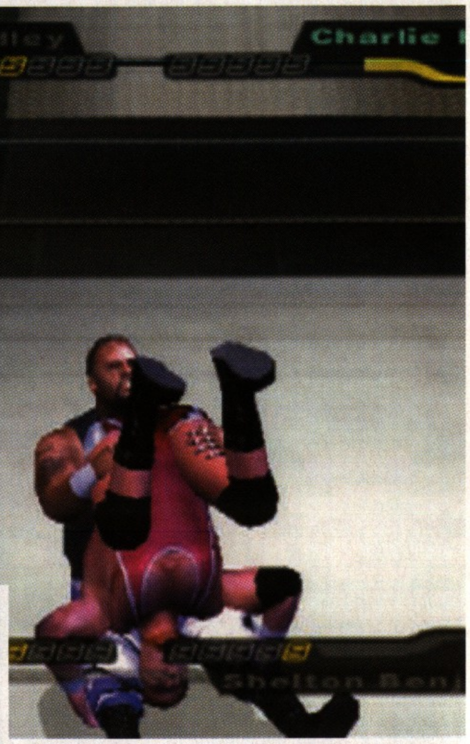


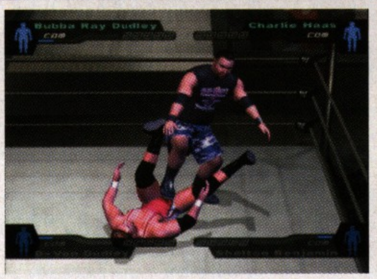
Smash!: While it's illegal to slam them through a normal table, feel feel to do so through the announce table.

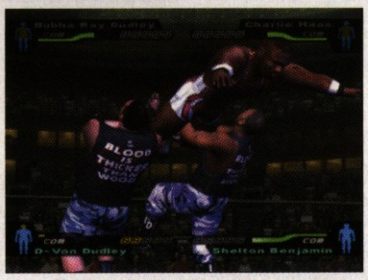


Lonely at the top: Isolate one, and don't let him tag.









TAG

Double the action, double the fun...

MATCH TYPES

● NORMAL TAG ● TORNADO TAG ● TAG VS TAG WITH MANAGER ● TAG WITH MANAGER VS TAG WITH MANAGER

It's testament to the way the game has been designed that, to a large extent, if you behave in the way they do in the real matches, you'll do well. Normal Tag and Tornado Tag work in very different ways, so we'll take them one at a time.

NORMAL TAG

1.1

In a single player game, or when there are two players on opposite tag teams, you control the same wrestler throughout, as opposed to Season Mode tag matches where you'll always control the legal man. All the basic guidelines for a single match apply, but you should keep the following in mind – always keep him away from his corner so you can wear him down without him getting the chance to tag out. After a certain amount of damage is dealt they will always start heading for help, so run at them, knock them down, do whatever it takes, but don't let them tag.

1.2

Tagging your partner regularly (press towards them and ⊡) is a great way to stay fresh, make sure you don't absorb all the damage with one superstar (unless he's someone who can take it much more than his partner), and you'll find that whoever is sitting in your corner will taunt pretty much constantly, building up their Smackdown! Meter at a rapid rate. Of course, this also goes for the opposing team, which is another reason you don't want them to tag. If you've been battering D'Von Dudley for ages, and he manages to tag in Bubba, you'll be on the end of about four Bubba Bombs in a row. Every time you tag, do your best to do so via a double team move, i.e. after Irish Whipping them into your corner and pressing direction and ◎.

1.3

If the worst comes to the worst and you get pinned, press any direction on the right analogue stick. Normally this would perform a taunt, and in fact still will (if you're on your feet), but will also call in your tag team partner to help you out. They will always try to interrupt a pin, assuming the referee doesn't get to them first and usher them out, but even if he does, it means he's not counting to three, and you have more time to wriggle free.

1.4

If he gets a chance, your partner will always try to use some of those Smackdown! finishing moves he's been building up, which can turn the tide of a match in seconds. The danger comes when your partner leaves the ring and moves around to his position in the corner again. For the short time he's on the move he will not respond to calls for help, and you are vulnerable. Avoid this pitfall yourselves, but exploit it in your opponents. You can also affect the match when you're not the legal man by prowling outside, grabbing people who stray too close, interfering in pinfalls and so on. If you get bored, stand on the apron and call for a tag with ⊡.

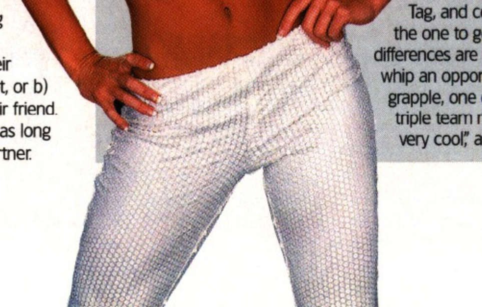
TORNADO TAG

Tornado Tag matches are a free for all. There's no tagging in or out, just general mayhem. You should naturally start fighting as two pairs anyway, until someone starts getting the upper hand and can smack their opponent so hard they a) get a pin attempt, or b) leave him lying there and double team their friend. You can mostly treat it as a singles match, as long as you always keep an eye out for your partner.

6-MAN TAG

SIX OF THE BEST RIGHT FROM THE HANDS OF OUR TOM...

Shawn Michaels
Chris Jericho
COM
COM
COM
Christian
Lance Storm
COM
RESTLEMANIA X



BRING OUT THE MULTITAP...

The 6-Man Tag follows all the same basic rules as normal Tag, and comes in normal and Tornado flavours. It's basically the one to go for if you've got five mates round, and the main differences are that they last longer (obviously), and when you whip an opponent into your corner and perform a corner grapple, one of the normal double team moves becomes a triple team move (double suplex, flying cross body). "Very, very cool," as Tom likes to say every time he plays it.

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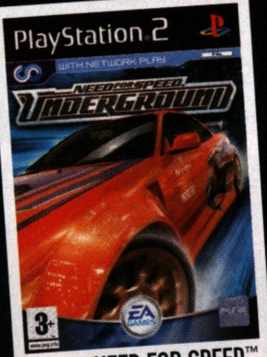

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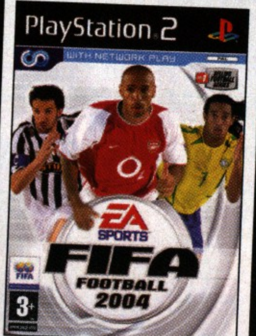

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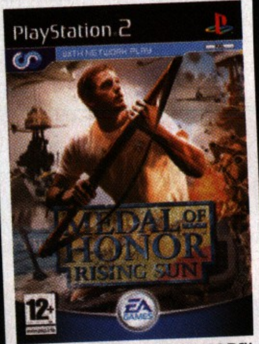

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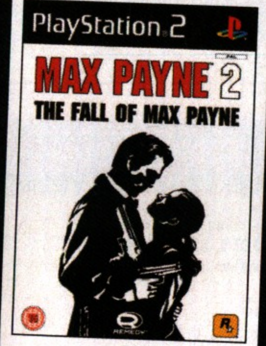

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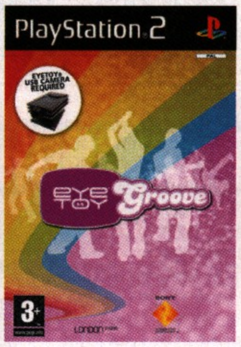
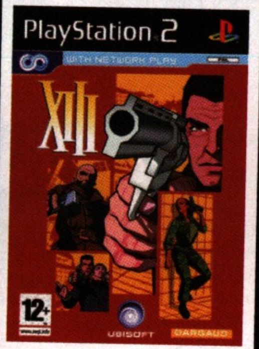


EYETOY:
Groove



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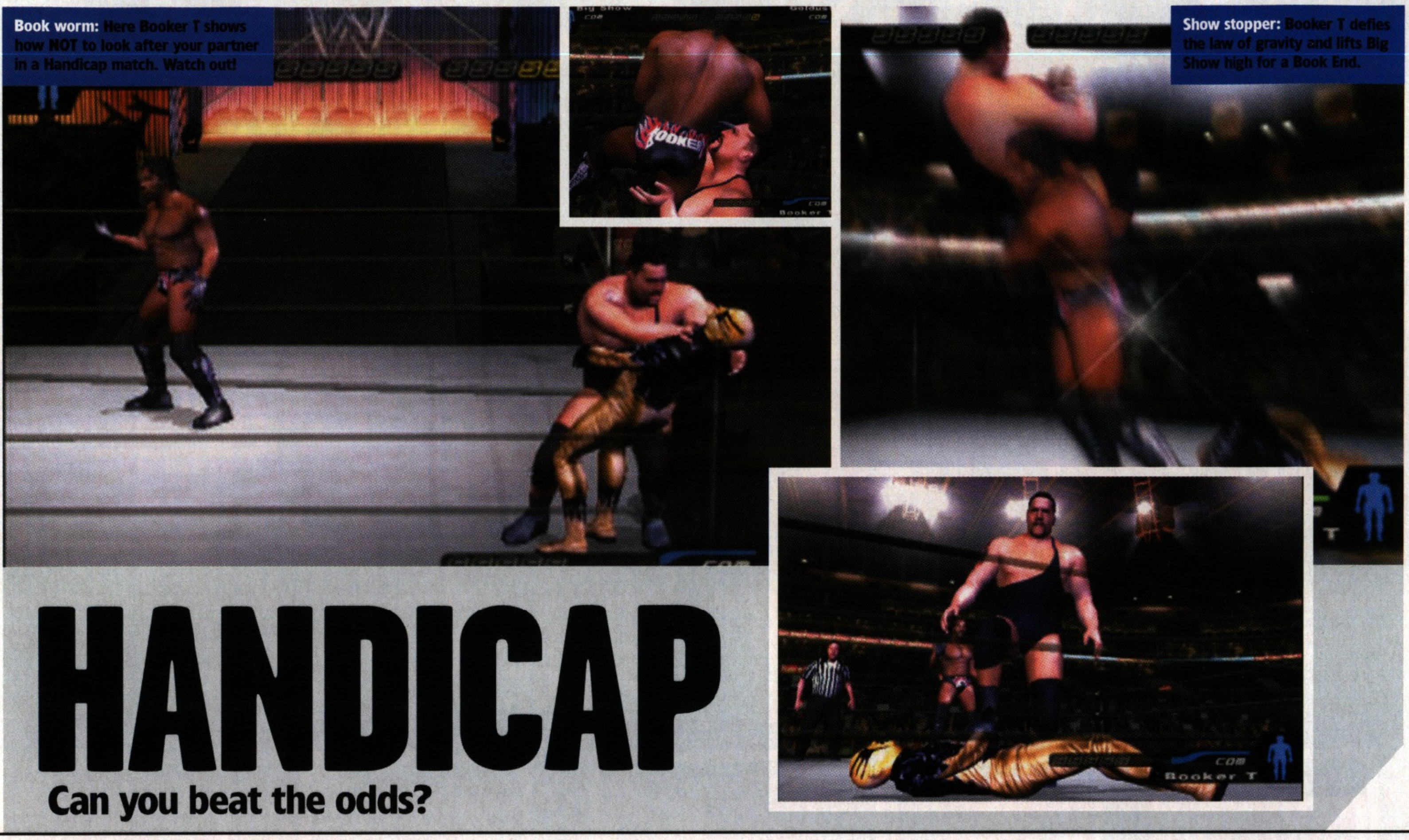


Book worm: Here Booker T shows how NOT to look after your partner in a Handicap match. Watch out!

Show stopper: Booker T defies the law of gravity and lifts Big Show high for a Book End.

HANDICAP

Can you beat the odds?

MATCH TYPES
● ONE ON TWO ● ONE ON TAG ● ONE ON THREE

Probably the hardest match type of all, depending on the superstars involved. What often happens is that even if you start laying the smack down on one guy, the other is standing right there waiting for you to get up again so he can stick the boot in. The first moments of the match are crucial in one-on-two and one-on-three modes, since you'll be fresh and able to counter.

AFFORD FOCUS

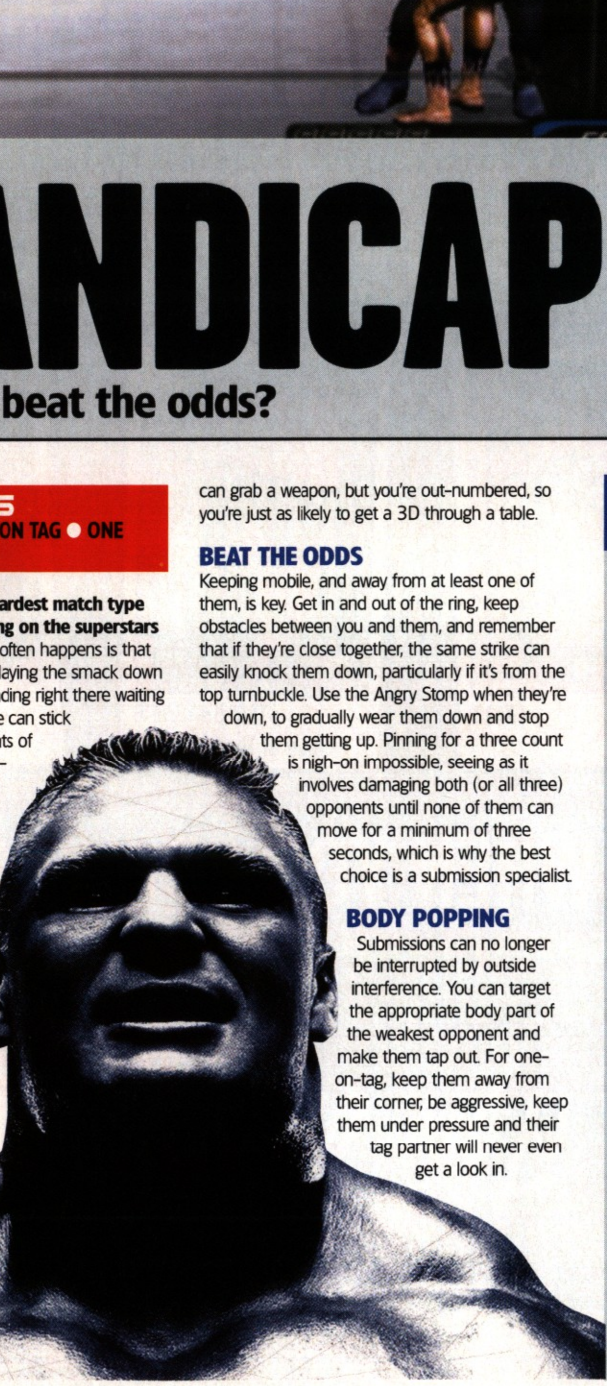
Press L2 and R2 like crazy and try to use fast moves that knock them down, switching your focus regularly with R1. If your foes are equally matched with you, it's going to be an extremely tough fight, so you need every advantage available to you. You might pray for a ref bump so you can grab a weapon, but you're out-numbered, so you're just as likely to get a 3D through a table.

BEAT THE ODDS

Keeping mobile, and away from at least one of them, is key. Get in and out of the ring, keep obstacles between you and them, and remember that if they're close together, the same strike can easily knock them down, particularly if it's from the top turnbuckle. Use the Angry Stomp when they're down, to gradually wear them down and stop them getting up. Pinning for a three count is nigh-on impossible, seeing as it involves damaging both (or all three) opponents until none of them can move for a minimum of three seconds, which is why the best choice is a submission specialist.

BODY POPPING

Submissions can no longer be interrupted by outside interference. You can target the appropriate body part of the weakest opponent and make them tap out. For one-on-tag, keep them away from their corner, be aggressive, keep them under pressure and their tag partner will never even get a look in.



WEAPON OF CHOICE

THE SLEDGEHAMMER TODAY, SIR?

NORMAL

Sadly, you can only find chairs and sledgehammers in a regular Hardcore match. Stand by the middle of the apron and press ⊡ to rummage underneath. Picking up a weapon simply involves standing near it and pressing ⊡, and you can throw it with ◎.

STEEL CHAIR

Location: Under the left and right sides of the ring, and if you are at the Raw arena, there's the timekeeper's chair too.
⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up nicely for special Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to chair*
L2 – Smackdown move (DDT*, Vandaminator*, or Guillotine 3)
* Can bloody them up.

SLEDGEHAMMER

Location:
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them with the handle

BACKSTAGE

As you can see, there are loads of different weapons to hunt out and use on your hapless foe backstage.

TRASH CAN LID

Location:
⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up nicely for special Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to trash can lid*
L2 – Smackdown! move (DDT*)

HUB CAP

Location: Outside Arena A
⊗ – head smash*
←/→ + ⊗ – head smash*
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to trash can lid*
L2 – Smackdown! move (DDT*)

CARDBOARD BOX

Location: Back Stage Arena (after Irish Whipping them into stack of boxes)
⊗ – basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – gut shot, head pound*

TV SET

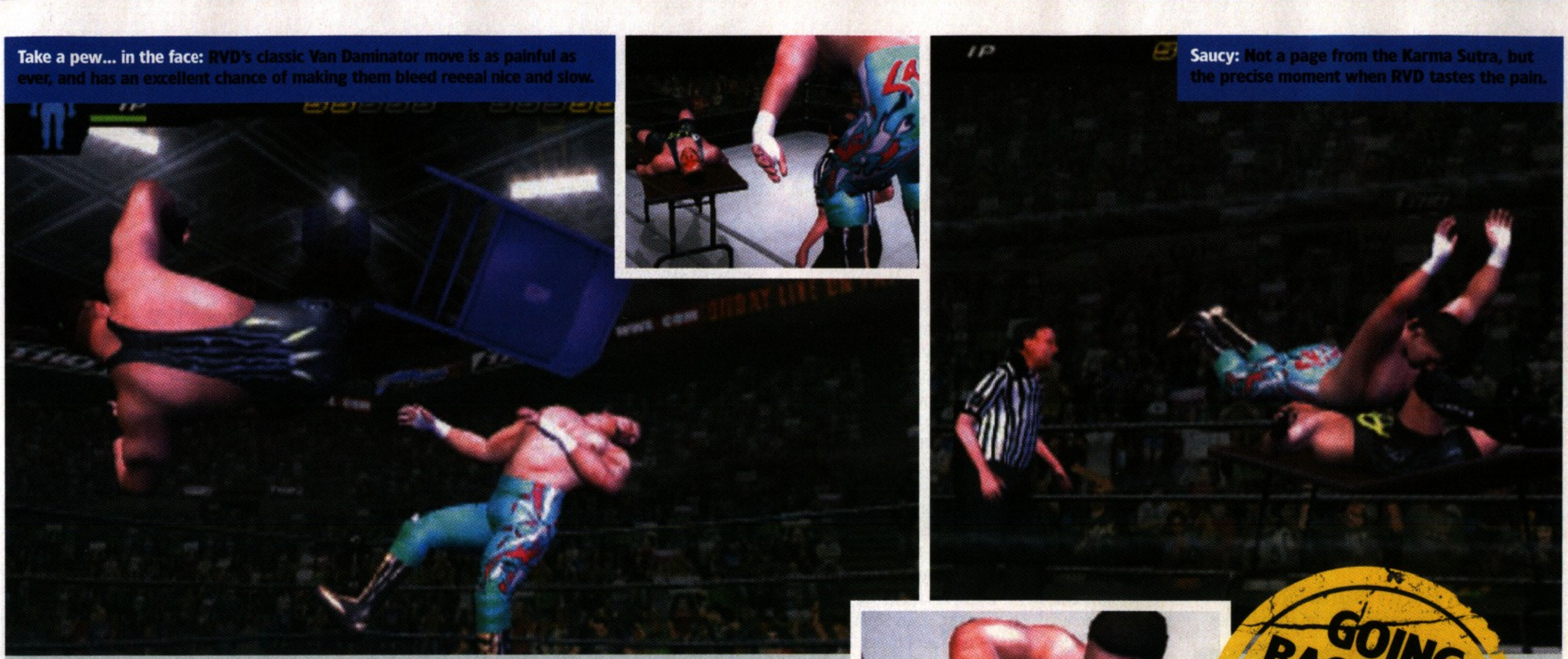
Location: Training Room (after Irish Whipping them into the TV stand)
⊗ – basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – gut shot, head pound*

LEAD PIPE

Location: Arena Back Entrance (after Irish Whipping them into the stack of pipes)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

BENCH PRESS BAR

Location: Training Room (after Irish Whipping then into the bench press stand)
⊗ – basic strike*



Take a pew... in the face: RVD's classic Van Daminator move is as painful as ever, and has an excellent chance of making them bleed reeeal nice and slow.

Saucy: Not a page from the Karma Sutra, but the precise moment when RVD tastes the pain.

HARDCORE

The Hardcore Belt now only exists within the computer games, sadly

GOING BACKSTAGE

When you select the arena for a Hardcore match, you can choose from one of six backstage areas. These open up a whole new level of gameplay.

OR MAYBE A LITTLE BIT OF STEEL CHAIR?

←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

BASEBALL BAT

Location: Training Room (after Irish Whipping them into the left hand shelves)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

MANNEQUIN

Location: Times Square (after Irish Whipping them into either left-hand window)
⊗ – basic strike*
←/→ + ⊗ – gut shot
↑/↓ + ⊗ – chokes them out

TRASH CAN

Location: Arena Back Entrance (x2), Outside Arena A & B
⊗ - basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – sticks the trash can onto their head, strokes chin thoughtfully, pushes them over

BARREL

Location: Arena Back Entrance (after Irish Whipping them into stack on second level)
⊗ - basic strike*
←/→ + ⊗ – basic strike*
↑/↓ + ⊗ – sticks the barrel onto their head, strokes chin thoughtfully, pushes them over.

FIRE EXTINGUISHER

Location: Outside Arena A
The longer you hold down ⊗, the more you spray them with foam – after a few seconds, you will throw it at them which does a whole lot of damage.

LOCKER DOOR

Location: Training Room. (First Irish Whip them twice into the back wall, then into one of the lockers that is revealed.)
⊗ – basic strike*
Any direction + ⊗ – basic strike*

SHOPPING CART

Location: Outside Arena B, Time Square (after Irish Whipping them into either right-hand window)
⊡ – grab shopping cart
⊗ – ram them
←/→ + ⊗ – ram them
↑/↓ + ⊗ – knock them into cart, push it away, they tumble out

MOTORBIKE

Location: Parking Lot
⊡ – get onto bike
Left analogue stick - steering
⊗ – forward
△ – reverse
◎ – grab wrestler as you pass, drag him around, then throw him away like trash. Like TRASH we say.

FORKLIFT TRUCK

Location: Parking Lot
⊡ – get into truck
Left analogue stick - steering
⊗ – forward
△ – reverse
◎ – throw crate off forks (at them, with any luck)

MATCH TYPES
● SINGLE ● TORNADO TAG
● TORNADO 6-MAN TAG
● TRIPLE THREAT TORNADO TAG
● TRIPLE THREAT ● FATAL 4-WAY
● TIME LIMIT (1-6 PLAYERS) ●

It's absolutely impossible to get disqualified from a Hardcore match, so there's no reason why you shouldn't go straight under the rig apron for a weapon of some kind at the earliest possible opportunity. The only problem, potentially, is if your opponent is particularly good at reversals, because he could well wrest the offending item from you and then you'll be in trouble. It should go without saying that not only do weapons do more damage than standard strikes and grapples, but they fill your Smackdown! Meter appreciably faster too.

SLEDGEHAMMER TIME

Knocking them on their arse with a sledgehammer then proceeding to kick said arse with said sledgehammer is particularly satisfying, and particularly effective, since if they can't get up, they can't counter. While we don't have any evidence to prove that performing a normal suplex – for example – onto a chair on the mat does more damage, you can still pretend that it does, just like real life.

BEATING THE ODDS

Since your Smackdown! Meter fills so quickly, you should also take advantage of the ←/→ + ⊗ then L1 combo with a chair in your hands. Yes, it means you forgo your usual finishing move, but this almost certainly looks more painful anyway. Especially through the announce table. If and when you have more than two players involved, it starts getting a bit more complex, and your tactics should start getting more cautious. There's no shame in letting the other guys take all the chair shots while you hide in a corner and taunt to slowly build power. Well, OK, that's pretty shameful, but definitely ups your odds of survival. The 'Time Limit' variant is crazy, with up to six of you scrambling for control of the various tools lying around. It's not elimination, the first one to pin someone else is the winner, so you can't hang around and watch them take each other out of the equasion one by one.

ROYAL RUMBLE

Let's get ready to Rhumble! Ant and Dec, Tops of the Pops '94. Nuff respect.

MATCH TYPES
- 1-6 PLAYERS

A different experience to most of the match types so far, Royal Rumble is a 30-man contest, which starts with two superstars and lets another into the ring at intervals: one every minute, in the game. The only way to lose is to be thrown over the top rope, with both feet touching the ground, and the only way to win is to be the last man left in the ring.

CHOOSING ENTRY NUMBER

When you select this mode you can choose your entry order number, which is essentially a difficulty setting (along with choosing a weak/strong superstar). Go in first and you'll have to survive the whole thing, but will have more chance to build up Smackdown! moves, go in last and it's basically a one-on-one with a guy who is a) tough enough to beat 28 others and b) battered and bruised.

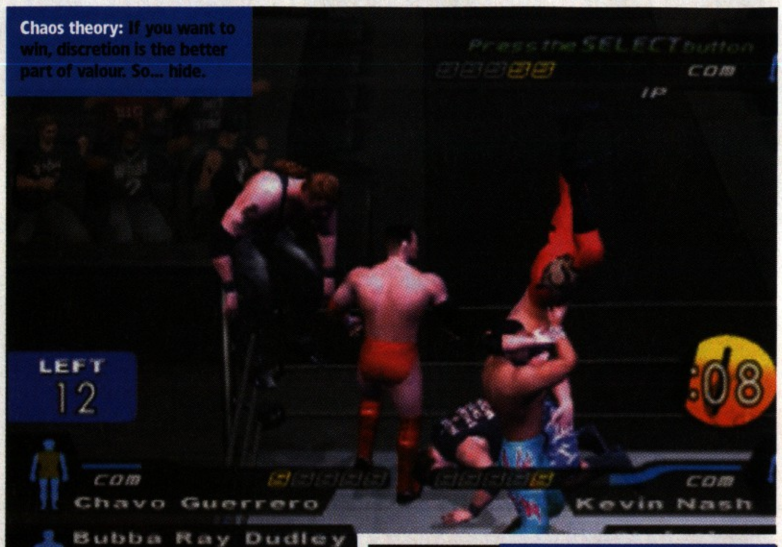
ROYAL RU BLE
PLAY

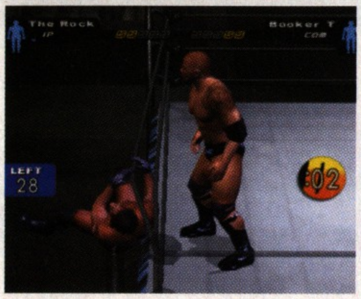
BONUSES

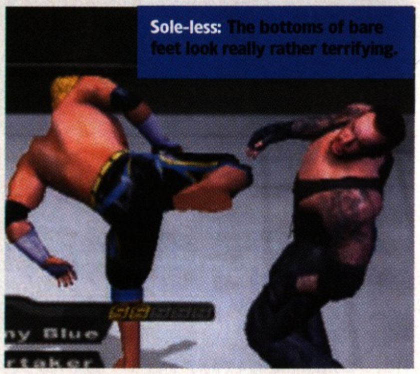
The numbers in the ring fluctuate between odd and even. An odd number is very good for you, because it means you can hide and taunt while they get on with it. There's no need to personally throw all 29 other guys out, they'll happily do it themselves. You do get a bonus when you start – two Smackdown! icons. That's two finishers, or one of theirs. The bad news is that all the others start with the same.

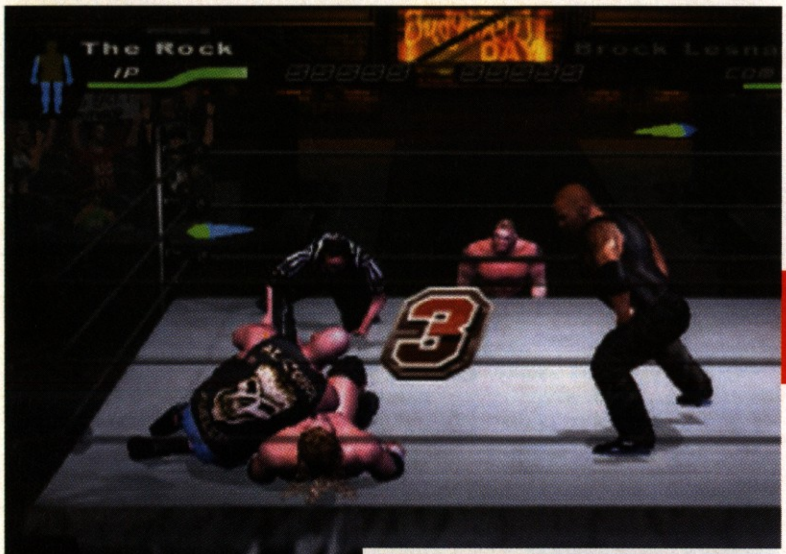
SMACK 'EM DOWN

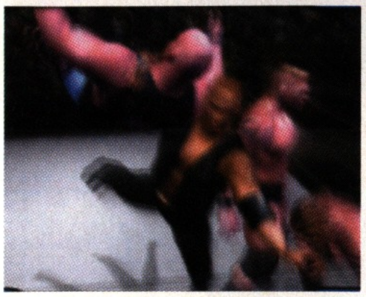
The most dangerous move in this match is an Irish Whip near the ropes, so timing your counters correctly is all-important. Even if you go over the ropes, you automatically hold on, and need to be struck to loosen your grip, so get back in ASAP. You can't make them tap out, so don't bother. You can't pin them, so don't bother, and try to remember which – if any – of your moves ends up in an automatic pin, and avoid them.

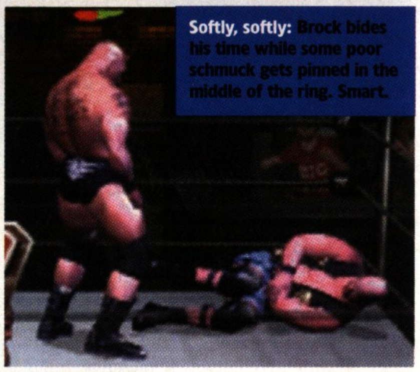

Chaos theory: If you want to win, discretion is the better part of valour. So... hide.




Sole-less: The bottoms of bare feet look really rather terrifying.






Softly, softly: Brock bides his time while some poor schmuck gets pinned in the middle of the ring. Smart.

SURVIVAL

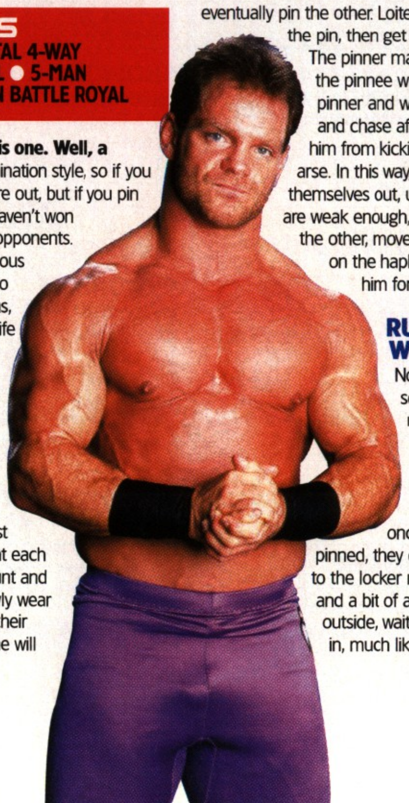
Only the strongest will survive! And the cowardly. But that don't sound so good.

MATCH TYPES
- TRIPLE THREAT
- FATAL 4-WAY
- 4-MAN BATTLE ROYAL
- 5-MAN BATTLE ROYAL
- 6-MAN BATTLE ROYAL

No rules, to this one. Well, a couple. It's elimination style, so if you get pinned, you're out, but if you pin someone, you haven't won unless he's the last of your opponents. This means that unlike previous multi-player bouts, there's no urgent need to break up pins, because it just makes your life easier in the long run. The only exception to this is if you decide to take on a kind of Pupper Master role.

PUPPET WHAT?

Say, for example, there are three wrestlers left, you and two others. Do your best to wangle it so that they fight each other, and you are left to taunt and build your bar. They will slowly wear each other down, using up their Smackdown! moves, and one will eventually pin the other. Loiter nearby and break up the pin, then get the hell out of there. The pinner may come after you, but the pinnee will still be targeting the pinner and will eventually get up and chase after him again, stopping him from kicking your meddling arse. In this way, they will knacker themselves out, until you decide they are weak enough, then you let one pin the other, move in, do a Smackdown! on the hapless survivor and pin him for the three count.



RUMMAGE FOR WEAPONRY

No disqualification here, so feel free to rumamge for a sledgehammer or a chair, but do it earlier in the game rather than later because once people start getting pinned, they don't just wander back to the locker room for a cup of tea and a bit of a cry, they hang around outside, waiting to stick their oar in, much like managers do.

3 STAGES OF HELL

Because, we'd imagine, one stage of hell simply isn't enough...

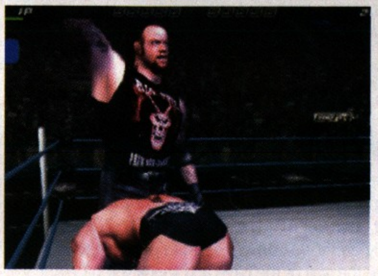
Ouch: Brock may need some Deep Heat after this one.

MATCH TYPES
● 1-2 PLAYERS

A bit of a cheat, this one, because it's just three matches in a row. Choose from Single, Cage, Hardcore, Hell in a Cell, Ladder, Submission, Table, TLC, Last Man Standing and First Blood, and best out of three wins. You can press ◎ to go random, and have the same match type more than once, but three singles in a row and you'll need help.

MATCH TYPES

We talk about all the aforementioned match types elsewhere in this guide, but in case you're too lazy to go and check them out (for shame!) here are some bullet points to make it easier for you...



MATCH TYPES

NO BRA & PANTIES, DISAPPOINTINGLY...

SINGLE
- Keep the pressure on, don't let them mount an offensive
- Take advantage of ref bumps

CAGE
- Don't try to escape until you're REALLY sure you can
- Don't risk attacking from the top of the cage

HARDCORE
- Hit them with weapons as much as possible
- Get hit with weapons as little as possible

HELL IN A CELL
- Get between ring and wall and use the context sensitive grapples
- Climb up to the roof, lure them up, and throw them off

LADDER
- Use the ladder as a weapon in any way you can
- Don't leap for the belt until you're really sure they aren't getting up

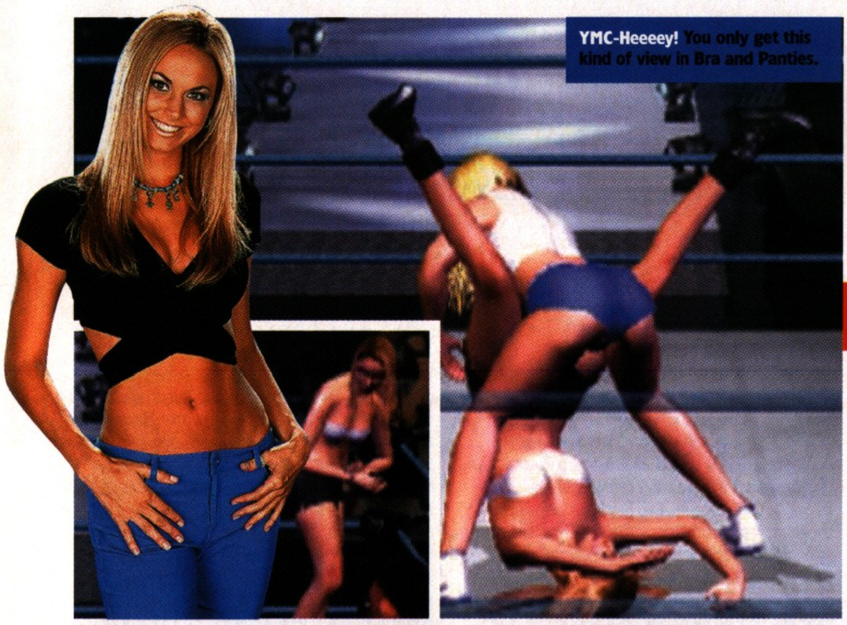
SUBMISSION
- Pick a wrestler with a submission finishing move
- Wear out the appropriate body part first, then go for the kill and hammer the buttons hard.

TABLE
- Don't go straight for the kill, soften them up first
- A high flying attack onto a guy lying on a table is easier than trying to get up there with him, and maybe getting countered

TLC
- Weapons are everywhere, do not get hit
- No, really, DON'T GET HIT.

LAST MAN STANDING
- Pick someone with a decent endurance
- Don't try to pin them, you fool

FIRST BLOOD
- There's a complete list of finishing-style moves that bloody them up on page 24.


YMC-Heeeey! You only get this kind of view in Bra and Panties.

BRA & PANTIES

Never accuse the WWE of pandering to the lowest common denominator. No.

MATCH TYPES
● 1-2 PLAYERS

Basically, it's two women in a ring doing their damnedest to get the other down to her bra and panties. To give match strategies seems... wrong.

Basically, it's a submission match. When you start pulling their clothes off, a slider appears. You mash your buttons to get the marker up one way, they mash theirs to drive it the other way, just like submission. The only main difference in the game is that certain moves in your arsenal have been replaced with specific 'kit off' moves, as follows.

1 BRA

When facing the opponent, ↓ ◎ randomly either performs a standing shirt tug, or takedown and shirt tug from any of the four grapple positions. When they are on the ground and you are by their upper or lower body, ↓ ◎ will make you stand over them and tug their shirt.

2 PANTIES

After the bra has gone, ↓ ◎ from any front-facing grapple position does a kind of modified School Boy roll and trouser tug. When they are on the ground, ↓ ◎ gets into what looks like a Wheelbarrow Suplex/Snowplex position, again tugging on their trousers/shorts.

DIVAS

WE'D GO FOR STACY AND TORRIE EVERY TIME, BUT HEY – IT'S UP TO YOU!

JAZZ Strength 4.5 ■ Submission 5.5 ■ Endurance 3.5 ■ Technique 4.5 ■ Speed 7 ■ Smackdown 1: Fisherman DDT ■ Smackdown 2: Single Leg Crab 2

LITA Strength 4 ■ Submission 4.5 ■ Endurance 4.5 ■ Technique 4.5 ■ Speed 7.5 ■ Smackdown 1: Spinning Out Powerbomb 2 ■ Smackdown 2: Lita Diving Moonsault

SABLE Strength 3 ■ Submission 4 ■ Endurance 3.5 ■ Technique 4.5 ■ Speed 7 ■ Smackdown 1: Powerbomb 14 ■ Smackdown 2: Woman's Special Slap

STACY KEIBLER Strength 3 ■ Submission 4 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7.5 ■ Smackdown 1: Woman's Special Slap ■ Smackdown 2: Rico Spinning Kick

TORRIE WILSON Strength 3 ■ Submission 4.5 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7 ■ Smackdown 1: DDT 20 ■ Smackdown 2: DDT 7

TRISH STRATUS Strength 3.5 ■ Submission 5.5 ■ Endurance 3.5 ■ Technique 5.5 ■ Speed 7 ■ Smackdown 1: Stratusfaction ■ Smackdown 2: Chick Kick

VICTORIA Strength 4 ■ Submission 5 ■ Endurance 3.5 ■ Technique 5 ■ Speed 7 ■ Smackdown 1: Widow's Peak ■ Smackdown 2: Widow's Peak

CAGE

Climb to freedom, and victory!

MATCH TYPES
● SINGLE ● TORNADO TAG ● TRIPLE THREAT ● FATAL 4-WAY ● SINGLE PIN & GIVE UP ● TRIPLE THREAT PIN & GIVE UP ● FATAL 4-WAY PIN & GIVE UP

In the normal Cage match, basically the only possible way to win is to climb up and out. No pinning, no submissions, you just have to make sure that they stay down long enough for you to get the hell out of there. This is traditionally one of the most annoying match types, because you climb slowly, and they ALWAYS seem to get up in time to shake the wall of the cage and knock you off.

CLIMB TO FREEDOM

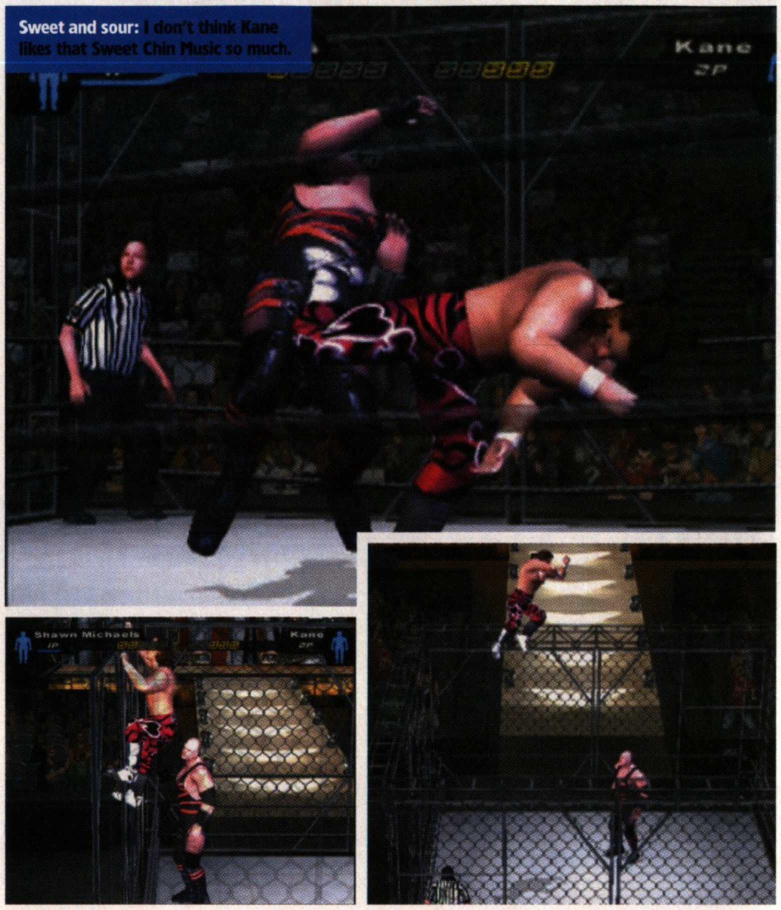
For the most part, treat this like any other match, albeit one in which you cannot leave the ring, and there is no referee in there with you. Use every strategy you would normally employ in a single/tag/triple threat/fatal 4-way match, but when you feel confident you've dealt enough consistent damage for what would normally be a pin, instead move quickly to the wall and press towards it and ⊡. There's nothing you can do to speed yourself up once you start climbing, it's all automatic, so you might as well just see if you make it to the top before making any decisions.

SHAKEDOWN

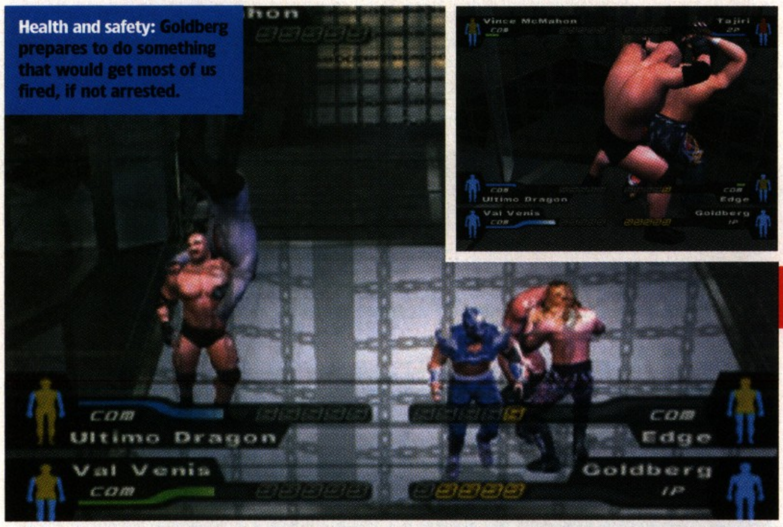
If they shake you off, you'll obviously take damage from falling back to the mat, but if you get to the top you have a second or two to make a decision. You can either press ⊗ to execute a hugely risky but potentially devastating flying attack on your opponent, to make really really sure they don't get up (or to add insult to injury), or you can leave the pad alone and scamper down the other side of the wall for the win.

CHAOS ENGINE ROOM

The more wrestlers involved in a cage match, the more chaotic it gets. Tactically speaking, it's even worth letting one escape, if it suits your purposes. Often a healthy wrestler who could cause serious problems for you is best off out of the picture, leaving you and (hopefully) a weaker wrestler in the cage. Similarly, in Tag Team Cage matches, it's almost always worth letting one of them go, so you can double team the remaining schmuck. To make it easier on yourself, you have the option of having matches where you can still pin them, or make them tap out, but if you ask us it kind of misses the point. Why get on the floor when you can climb?



Sweet and sour: I don't think Kane likes that Sweet Chin Music so much.



Health and safety: Goldberg prepares to do something that would get most of us fired, if not arrested.

SIX IN THE CHAMBER

AS WITH A HELL IN A CELL MATCH, THERE ARE CERTAIN MOVES WHICH BECOME AVAILABLE ONLY IN THIS ONE SPECIFIC MATCH TYPE.

Towards wall and ⊡ – climb the wall
While on wall, press ⊗ – flying attack from the wall
Towards turnbuckle and ◬ – climb onto turnbuckle
While on turnbuckle, press towards pod and ⊡ – climbs on top of pod
On top of pod, press ⊡ – hop down onto turnbuckle
On top of pod, press ⊗ – flying attack from pod roof
◎ + direction - Irish Whip into pod wall, smashing it
◎ + direction – Irish Whip into chainlink wall, stunning them
◎ + direction – While at extremely close range to the wall, Irish Whip them into it and you will automatically grind their face into it.

ELIMINATION CHAMBER

A new type of match in the WWE, and the first time it's appeared in a game...

MATCH TYPES
● 1-6 PLAYERS

Bit of an odd one, this. There are always six superstars involved, so however many players get a slice of the action, the CPU will make up the numbers. It's a bit like a Cage match, only you can't escape, and there are what can only be described as pods in the corners. Two randomly selected superstars start in the ring, and have a minute on the clock to beat the crap out of each other, before the strobe lights start to flash and a random pod opens, allowing a third wrestler to join the fray. This happens until all four pods have opened up, and pins work elimination style.

ARRIVE IN STYLE

Much like Royal Rumble, the timing of your arrival in the ring is pretty crucial. If you're the first one in, you have plenty of opportunity to store up Smackdown moves for the crucial latter stages of the match, but of course run the risk of taking a beating and having to face Brock Lesnar, fresh as a huge, hulking daisy. If simply winning is your goal, rather than honour (for example, during Season Mode a rather crucial storyline culminates in an Elimination Chamber match with the odds heavily weighted against you), then you'll almost certainly need a canny mixture of the two.

TAUNT THEM DOWN

When an even number of people are actively wrestling, pick the weakest of the bunch and throw them around as much as you are able, exploiting the context-sensitive moves where possible. Pin them to thin the herd, but only if that leaves an odd number of wrestlers. This allows you to sit back and watch them brutalise each other from a safe distance, constantly taunting to charge your bar. Don't flee to the 'safety' of the pod roof, because all they have to do is hop onto the turnbuckle and they can reach up and throw you to the mat in a heartbeat, which REALLY hurts. And it's not like you can even move around up there, you just squat like a wrestling toad.

BIDE YOUR TIME

Ideally, what you want is to stand between the ropes and the wall while the last two guys have strong words, interrupting the pin attempts and running away like a great big cowardly custard until the moment is ripe for you to let one of them emerge, bloody, bruised, yet victorious, from the gruelling battle. Then you can use about four or five Smackdown! moves on him for the pin. Easy when you know how.

You'll never get one...*
But you're gonna drive one*

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ELIMINATION TAG

A bit like Elimination Chamber, but without the Chamber. And it's Tag.

Bubba Ray Dudley
Chris Jericho

Table manners: Bubba Ray prepares to slingshot poor Y2J into a table.

Take a seat: Looks a bit like zero gravity porn. But isn't.

MATCH TYPES (TAG)

- ● NORMAL TAG ● TORNADO TAG
- ● CAPTAIN FALL TORNADO 6-MAN TAG
- ● NORMAL 6-MAN TAG ● TORNADO 6-MAN TAG ● TABLE TORNADO TAG
- ● TABLE TORNADO 6-MAN TAG

Ostensibly just a slight variation on the bog standard Tag match, getting pinned in Elimination Tag results in the elimination of just that wrestler, rather than losing both partners the whole match. However, looking at the Match Types above, there are some rather intriguing variations on offer.

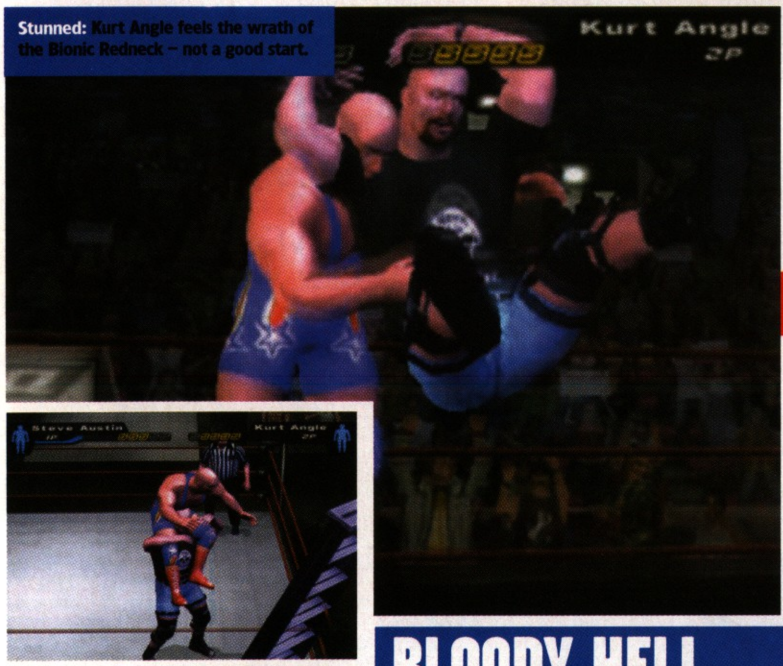
We're all abundantly familiar with the difference between normal and Tornado tag matches, right? Right. In which case, we're only going to have to explain the Captain Fall situation.

FALL GUY

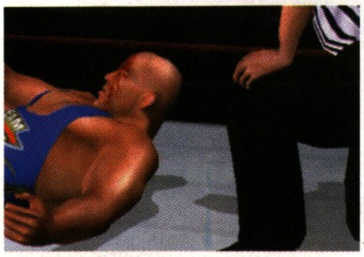
This is a very Mexican style rule, which nominates one member of each tag team as the Captain. If they are pinned, the match is lost. It's still pretty bad if a non-Captain is pinned, because they get eliminated, but there's still hope. Obviously in this instance the Captain's partners (you can have the Captain Fall rule if it's also a 6-Man Tornado match) have to do everything in their power to distract opponents away from him, whilst trying to get to the opposing Captain.

TORNADO TABLE

The other interesting variation is that they've put in Table Tornado Tag and 6-Man Tag, which is obviously screaming out for the Dudley Boyz. A good reason to create Spike in CAS, too. Same as normal Table matches, but you get to smash ALL of them through wood, one at a time, instead of just one.



Stunned: Kurt Angle feels the wrath of the Bionic Redneck – not a good start.



FIRST BLOOD

Thicker than water, apparently. We could have told you that.

MATCH TYPES

- ● 1-2 PLAYERS

The most gruesome match in theory, but not really in practise, the victory condition is oh so terribly simple – make them bleed. There's only one way this happens, through repeated face bashing, and it can feel a little bit random. Skim down the list we've collected of all the most powerful moves capable of spilling their juices, but bear in mind that other attacks can do it too – particularly basic strikes to the head, and of course weapon attacks (no DQ here). These matches can be pretty long, and arguably the choice of superstar is of unparalleled importance. Some of them simply don't have enough damaging moves that target the face, and will be at a severe disadvantage.

Since it's not technically a hardcore match, you'll only be able to get your hands on the trusty steel chair and sledgehammer. The only reason you should immediately dive for a weapon and start flailing at them is because, at the start of the match, there's a good chance they'll just reverse it, grab the weapon, and return the favour. Especially if you're up against someone like Chris Benoit. Nevertheless, weapons are the very best way to win a First Blood match.

BLOODY HELL

IN THE CAS SPECIAL MOVE LIST, THESE ARE THE ONES YOU CAN CHOOSE WHICH BLOODY THEM UP.

- ■ Backbreaker 4
- ■ Big Boot 5 & 6
- ■ Bomb To Facebuster
- ■ Brainbuster DDT 2
- ■ Buzzsaw Kick
- ■ Chick Kick
- ■ DDT 1-7, 9-20, 26
- ■ Diamond Dust
- ■ Downward Spiral
- ■ Edgecution 1 & 2
- ■ Electric Chair Drop
- ■ F-5 1 & 2
- ■ Faccebuster 2
- ■ Flapjack 2
- ■ Full Nelson Face Buster
- ■ Gordbuster
- ■ Headbutt 2 & 4
- ■ Houston Hang Over
- ■ It Bites A Forehead 1
- ■ Jumping Knee Attack 3
- ■ Karate Kick 2
- ■ Pedigree 1-3
- ■ Piledriver 4
- ■ RVD Wrist Clutch Kick
- ■ Rico Spinning Kick
- ■ Running Fame Asser
- ■ Shining Wizard 6
- ■ Spinebuster 2
- ■ Stevie T
- ■ Stratusfaction
- ■ Super Kick 1 & 2
- ■ Sweet Chin Music 1 & 2
- ■ The 619
- ■ Tigerbomb 1
- ■ Tombstone Piledriver 1-3

HELL IN A CELL

It rhymes, and everything! Who says wrestlers are stupid?

MATCH TYPES
● SINGLE ● TORNADO TAG ● TRIPLE THREAT ● FATAL 4-WAY ● ARMAGEDDON HELL IN A CELL

Like a Cage match, but even more so, the Cell adds a whole new dimension of pain. Well, a roof. Traditionally the most brutal match type in the 'real' wrestling world, there have been some memorable, and bloody events, mostly involving Mick Foley. He's not in the game, sadly, but the potential for damage is still colossal.

ARMAGEDDON OUT OF HERE

The variations are simplicity itself, involving from two to six wrestlers (in the WWE, technically speaking six men equals Armageddon). The complexity comes from the environment, and as ever in these cases using the environment more effectively than your opponent(s) is the surest path to victory.

The temptation is certainly to go for the new, context-sensitive moves as quickly as possible, for their novelty factor and damage potential, but you've really got to be patient and limit your activities to fairly conventional in-ring scrapping at first. Only when they are at least moderately damaged should you then try to throw them into the narrow gap between the ring and the cell wall.

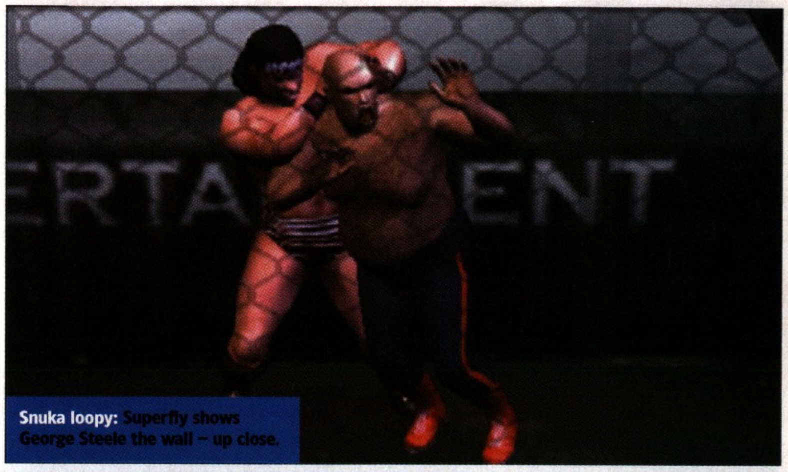
IRSH WHIP THEM

Any direction and ◎ on a standing opponent in this space will perform a particularly brutal move, but to save you throwing them back into the ring by mistake it's a good idea to treat them like Irish Whips rather than grapples, timing-wise. A few of these, and they will inevitably don the crimson mask. Don't bother searching under the apron for a weapon, by the way, since your efforts will bear no fruit. Or chairs. And really, stop being greedy! There's plenty to do already!

SHAKEDOWN

The door to the cell is in the bottom left corner, and is easy to break through, allowing you access to the barriers, announcer's tables, and of course the top of the cage by scampering up it like a pumped-up monkey. Fighting up here is risky (well, of course it is!), but if you still somehow manage to lose after throwing them off the top, you have earned our baffled sympathy. Probably best of all, though, is getting to the very middle of the roof and successfully smashing them twice into the floor, which knocks you both through to the ring below.

Ouch.



Snuka loopy: Superfly shows George Steele the wall – up close.

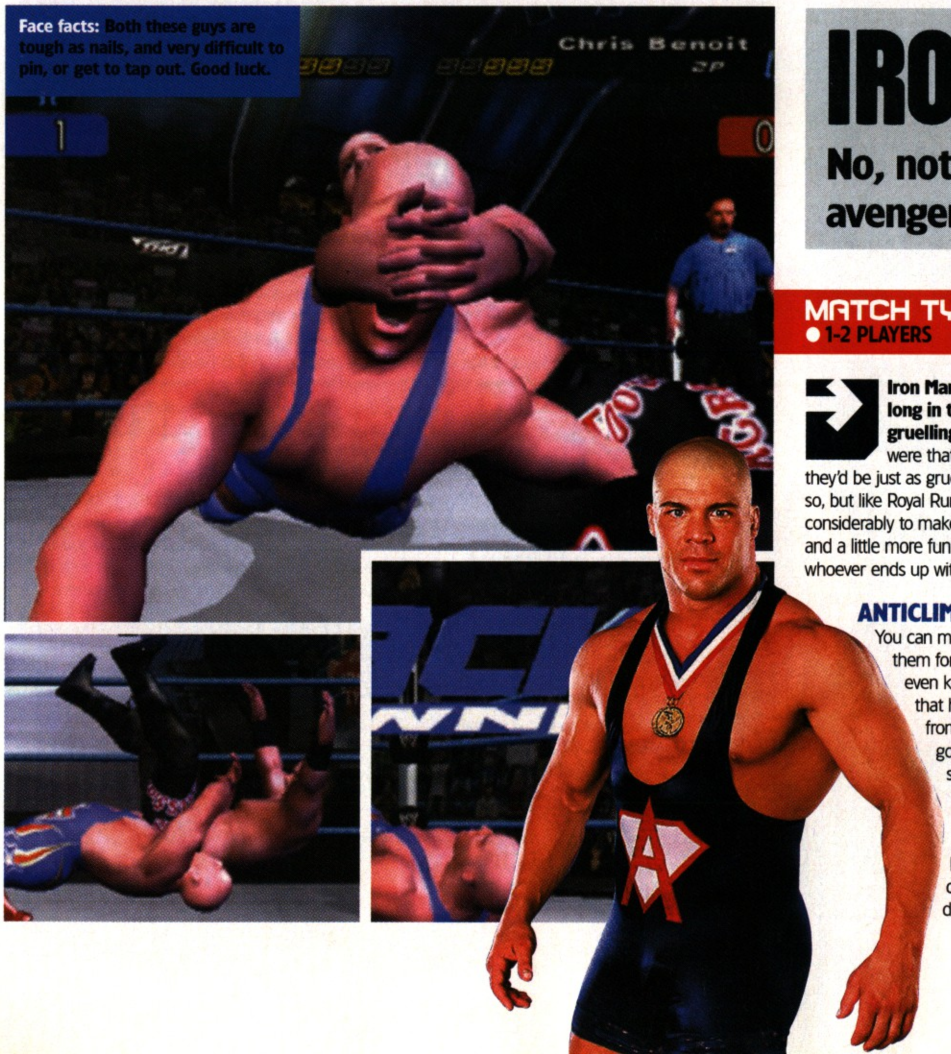
BETWEEN ROPES AND WALL

THESE ATTACKS ARE PERFORMED MORE LIKE AN IRISH WHIP THAN ANYTHING...

◎ – Throw them back into the ring
◎ (by corner post) – Smack their head on the post, then throw them back into the ring*
◎ then ↑ – Onto both shoulders, into a nasty short range Snake Eyes to the wall*
◎ then ← – Cheesegrates face across cell wall, throws to ground*
◎ then ↓ – Smashes their head against the cell wall*
◎ then → – Smacks head on the ring apron, then hurls them bodily into the wall*
↓ ▣/△ (by door) – smash lock on door
↓ ▣/△ (by door) – walk through door
*All of these moves have an excellent chance of bloodying their face

TOP OF CAGE

The middle panels on the top of the cage have two stages of destruction – smash him through them for mega damage!
Towards wall and △ – climb wall
Opponent near edge and e/any direction and ◎ – use the prescribed move, either pushing them off or chokeslamming them.



Face facts: Both these guys are tough as nails, and very difficult to pin, or get to tap out. Good luck.

IRON MAN

No, not Tony Stark, the crimson and gold avenger. That's a superhero.

MATCH TYPES
● 1-2 PLAYERS

Iron Man matches are a whole hour long in the WWE, and enormously gruelling for the participants. If they were that long in the game as well, they'd be just as gruelling to play, probably more so, but like Royal Rumble, time is speeded up considerably to make things a little more playable and a little more fun. You have ten minutes, and whoever ends up with the most pins, wins.

ANTICLIMAX

You can make them tap, you can pin them for a three count, or you can even knock them clean out, but all that happens is your score goes from 0 to 1, and you keep right on going. Because the show is scripted, there's always a tense finish and often a debatable ending to keep the fans cheering/booing to the last, but in the game a draw is a draw is a draw. No sudden death, the match just ends like that, but as ever you can have a rematch, should you find yourself dissatisfied with an anticlimax.

ENDURANCE

In all other ways it's just the same as a normal singles match. You can get disqualified, but that just adds a point to their total, so whether or not it's worth beating them soundly around the chops with a sledgehammer remains entirely up to you. All other shady advantages apply, like using ringposts, barriers, steel steps and announcers' tables, but no managers allowed. Since the match can last longer than usual, having a wrestler with a high Endurance is useful, so they can absorb more damage.

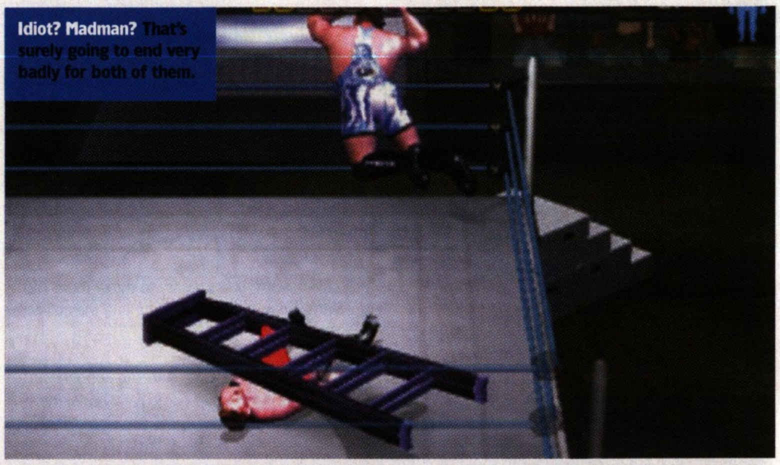
PERFECT TEN

THESE WRESTLERS ALL HAVE A SCORE OF 10 FOR THE KEY STAT OF ENDURANCE

Brock Lesnar ■ Goldberg ■ Kane ■ Kevin Nash ■ Kurt Angle ■ The Rock
Steve Austin ■ Triple H ■ The Undertaker (old school)* ■ The Undertaker
*must be unlocked in Season Mode

LADDER

Walking under it is bad luck. Falling off and being crushed by it is worse.


Idiot? Madman? That's surely going to end very badly for both of them.

MATCH TYPES
- SINGLE ● TORNADO TAG ● TRIPLE THREAT ● TRIPLE THREAT TORNADO TAG ● FATAL 4-WAY

Ladder matches are a bit of an oddity, as they always involve a title belt – the belt is suspended over the ring and must be reached by climbing a ladder then leaping for it. Ladder matches, along with TLC matches, are the closest the WWE get to the gloriously savage legacy of the ECW, who they now own.

LADDER IN YOUR TIGHTS

A LOT MORE PAINFUL THAN IT SOUNDS

There are loads of ways to use the ladder in order to deliver pain unto your opponent(s), so we'll start with the simplest and move on. Pick up the ladder lying outside the ring with ⊡, and roll into the ring. This will automatically drop the ladder, so pick it up again. At this stage, against a standing opponent, ⊗ performs a basic strike, ←/→ ⊗ smacks them in the shins for some reason, and ↓/↑ ⊗ throws the ladder to the ground then rolls them prone onto it. In theory you can nip up a turnbuckle and perform a flying attack at this point, but simplest is pressing ◎, which scoops them up and slams their back right onto the steps.

The next use of the ladder is to prop it in the corner, by having it in your hands and pressing towards the turnbuckle and ⊡ when in the appropriate position. Irish Whip them into it so they are facing you, and four new grapples are available to you – four of our favourites in the game, in fact:

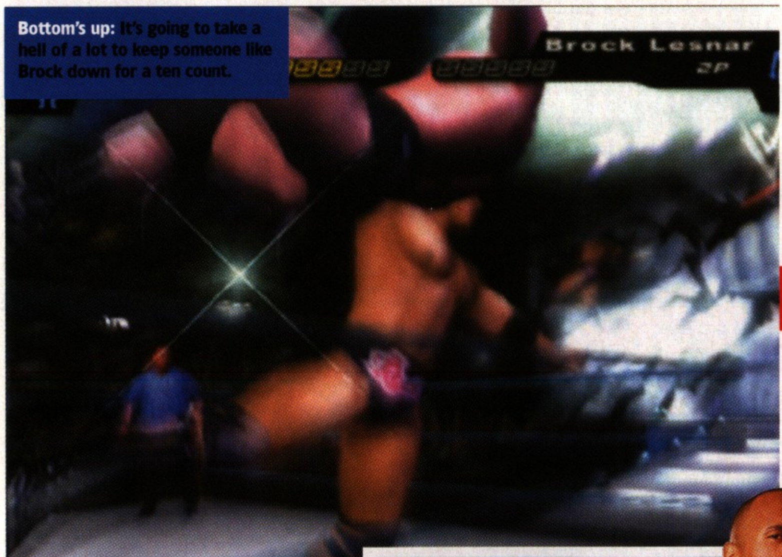
↑ ◎ – scoops them up, slams them so they hit the ladder with their back, upside down
← ◎ – pushes them to the floor, shoves the ladder down across their body, leaps up to the top turnbuckle and performs a suicidal body splash
↓ ◎ – sinply twats the back of their head against the unforgiving steel
→ ◎ – bit of a chop to daze them, get onto the turnbuckle, push the ladder so they catch it, then a missile dropkick to the face, through the ladder

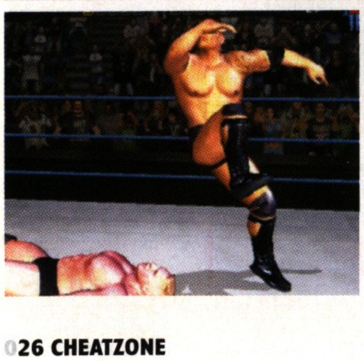
You can also Irish Whip them one more time, back to the same corner, to have their back to you. This allows you access to four more grapples:

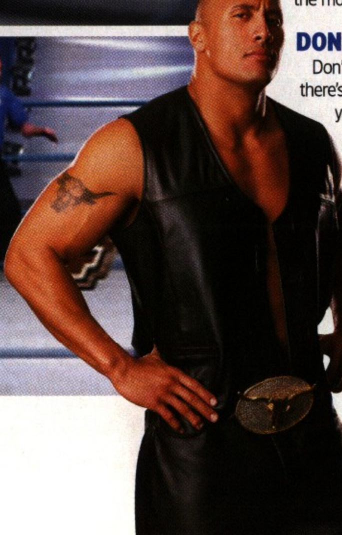
↑ ◎ – a slingshot staight into the ladder
← ◎ – gets them sitting on your shoulders, ready for a monster Electric Chair Drop
↓ ◎ – smacks their face into the steel, then hurls them to the ground
→ ◎ –slips them onto both shoulders, then into a kind of Snake Eyes onto the ladder

And that's not even all. You also have some special moves open to you when the ladder is standing upright (done by pressing ⊡ in the ring, which also topples a standing ladder, useful for when they are on it). Climb up the ladder by pressing towards it and ⊡, and either leap off the top with ⊗ if they are on the mat somewhere, or press ⊗ to punch another ladder occupant in the face. You can trade blows until one of you becomes groggy. At this point e will perform a huge Hip Toss to the mat below, and any direction and e will perform the most painful Superplex EVER. It will often thrown them right outside the ring, in fact.

All ladder matches are assumed to be title matches, since the winning condition is to grab the belt that's dangling high above the ring (◎ from the top of the ladder), and hopefully use your weight to pull it off before someone grabs your feet (◎ standing underneath them).


Bottom's up: It's going to take a hell of a lot to keep someone like Brock down for a ten count.





LAST MAN STANDING

Not the most thrilling end to a match ever, let's be honest...

MATCH TYPES
- 1-2 PLAYERS

Another match type, another different winning condition. It's limited to two players, because more than that would be absurd, and to win you have to deal enough damage so that your opponent lies on his back, prone (or maybe twitching a bit) for a full 10 count. Yes, probably the most boring way to win ever devised...

DON'T BOTHER SUBMITTING

Don't bother trying to make them submit, there's no point. Don't bother pinning them (do you REALLY need to be told?), and bear in mind that a few grapples automatically end in a pin. This wouldn't be so bad, but for some reason trying to pin them seems to give them the motivation to stand up and start fighting back, even if they were out for the count.

USE WEAPONS

Your strategy should be about as straightforward as ever. There's only you and him in the ring, and while there's no DQ, so you can make excellent use of the chair/sledgehammer to whittle their health away and boost your Smackdown! meter, along with the usual ringpost/barrier/announce table Triumverate of Barely Legal Evil. It takes a fair amount to be able to knock someone down long enough for a three count, depending on their Endurance, so as you can imagine it takes more than three times as much for a ten count.

BE PATIENT

Towards the end of the match one, if not both of you will reach that point where every Smackdown! move boosts your bar so much you're virtually ready for another one afterwards, and these matches tend to become an orgy of finishers.

PERFECT TEN

THESE WRESTLERS ALL HAVE A SCORE OF 10 FOR THE KEY STAT OF ENDURANCE

Brock Lesnar ■ Goldberg ■ Kane ■ Kevin Nash ■ Kurt Angle ■ The Rock
Steve Austin ■ Triple H ■ The Undertaker (old school)* ■ The Undertaker
*must be unlocked in Season Mode

LUMBER JACK

No, we're not quite sure why it's called that either.

MATCH TYPES
● 1-6 PLAYERS

This is exactly the same as a Singles match. Exactly. Well, not EXACTLY, otherwise it wouldn't have it's own little section. But in all possible ways, you should wrestle as if it were a normal, everyday, humdrum singles match – except, of course, for the four people who's job it is to annoy you.

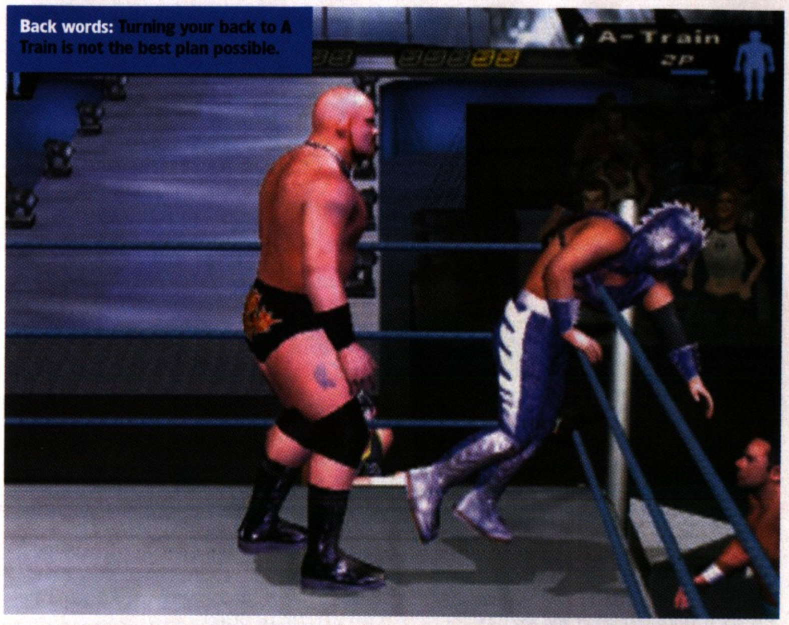
MESSING YOU AROUND

Whether some, none, or all of them are computer controlled, they will all do their damnedest to mess you up. They loiter, one to a side, in exactly the same way a manager does. Unable to enter the ring, or legally affect the match (in theory), they instead live to distract, interfere, and where possible, kick you in the nuts. As long as you stay in the ring, you're OK. Well, the middle of the ring. The closer you get to the ropes, the more likely it is one of them will grab your ankles (◎), or worse – if you're facing them (as happens just after they grab your ankles), give you a Stun Gun off the top rope (again ◎). This will leave you in a daze, and ripe for the plucking. Or indeed, ripe to have your head smashed into the floor by a 20-stone killer.

Weapons are grounds for disqualification, and dangerous to obtain anyway, since it means fighting your way past a disgruntled Lumber Jack.

LUMBER JACK AS WEAPONS

The best weapons, in fact, are the Lumber Jacks themselves. Get close to the ropes and Irish Whip your opponent towards/over them, punching them off if they cling. With any luck the folk banished to the outside of the ring (who have plenty of Smackdown! moves stored up) will put the boot in, allowing you a moment to reflect, and bathe in potential victory. If the Lumber Jacks are player-controlled, you might want to try bribing them to keep them on side.



Back words: Turning your back to A Train is not the best plan possible.

WHAT'S IT WORTH?

THE KEY TO SUCCESS MAY WELL LIE IN FRANK, OPEN BRIBERY.

No, you can't bribe the referee, but you can bribe your friends...

HERE ARE OUR SUGGESTIONS:

Small chocolate bar (Milky Way, Caramac, Finger of Fudge):
Payment for one specific Lumber Jack for one single helpful action, eg breaking up a pin, distracting the referee for weapon retrieval, grabbing your opponent's ankles

Medium chocolate bar (Boost bar with Guarana and Glucose, Snowflake, Star Bar):
Payment for three (3) helpful actions as descrbed above, or one (1) Smackdown move! delivered to your opponent if you manage to throw them outside.

Large chocolate bar (King Size Yorkie (Raisin and Biscuit or Regular), Picnic):
Short term contract for one (1) of the Lumber Jacks to aid you in any way he or she sees fit for the duration of the match. Open to mid-match renegotiation and counter-bribery. All chocolate is non-refundable.

SLOBBER KNOCKER

Almost like a hidden mini-game, if you like. Only not hidden.

MATCH TYPES
● TIME LIMIT ● NO LIMIT ● ANYWHERE

The Slobber Knocker matches are single player only, and a bit of a break from the norm. You get in the ring, and defeat as many opponents as possible, one at a time, until you get pinned. You get little chance to rest between opponents, but just time enough to taunt, which we recommend. Even though you start with five Smackdown! icons, you'll need to use them all and more before long.

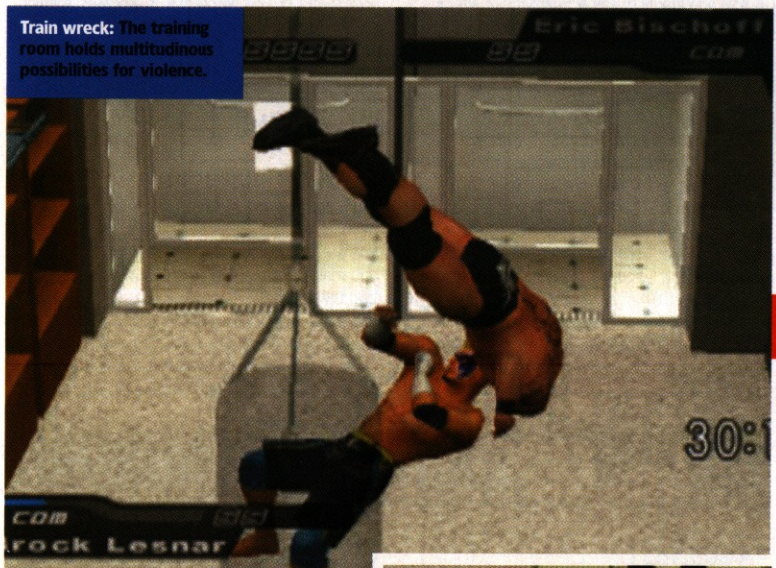
RIGOROUS CHALLENGE

It's a fairly rigorous challenge at the best of times, and your choice of superstar is essentially a self-imposed difficulty setting. Getting into the high score table with Torrie Wilson is no mean feat, and even beating the game's top score with someone obvious like The Undertaker will take some luck.

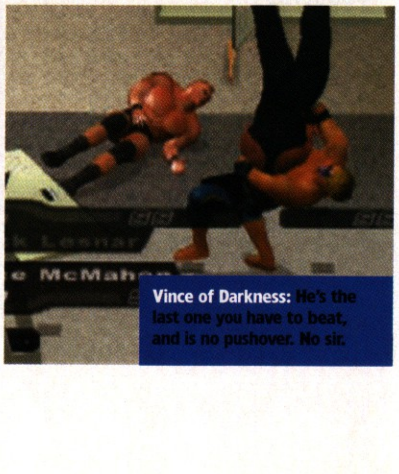
The order in which the opponents enter the ring tends to follow a rough difficulty curve, but we have had Brock Lesnar muscle his way in after four or five pins, so keep on your toes. You will find that they are significantly weaker than if you were to face them in a standard singles match; getting knocked out after a single Smackdown! for example. This is not an encouragement to rest on your laurels, of course, since there are literally dozens of the buggers to plough through, and every time you take damage, you're slightly (but crucially) weaker for the next guy.

BE PATIENT

The Time Limit variant simply sets a ten minute clock on your progress, ideal for busy executive types, but the Anywhere option is the most interesting of all. This also has a clock, this time counting up, and in many ways follows the same pattern. Easier than usual opponents, fight them one at a time, start with five Smackdown! icons, blah. However, this time you fight through the various backstage arenas, with all the lovely weapons and interactive bits and pieces that implies. You finish up in the Training Room against Eric Bischoff (?!), Brock Lesnar, Triple H and finally Vince McMahon himself. He's certainly been taking his vitamins, because he's rock hard. Beating him is tough enough (geddit?), but if you want to get on the high score table, you're going to have to do it in at least 11 minutes 45 seconds, and preferable quicker than 9 minutes 30 seconds. Use the running machines to build your meter ultra fast, and use constant finishing moves on him to keep him down. But, as mentioned, it's not easy.



Train wreck: The training room holds multitudinous possibilities for violence.



Vince of Darkness: He's the last one you have to beat, and is no pushover. No sir.

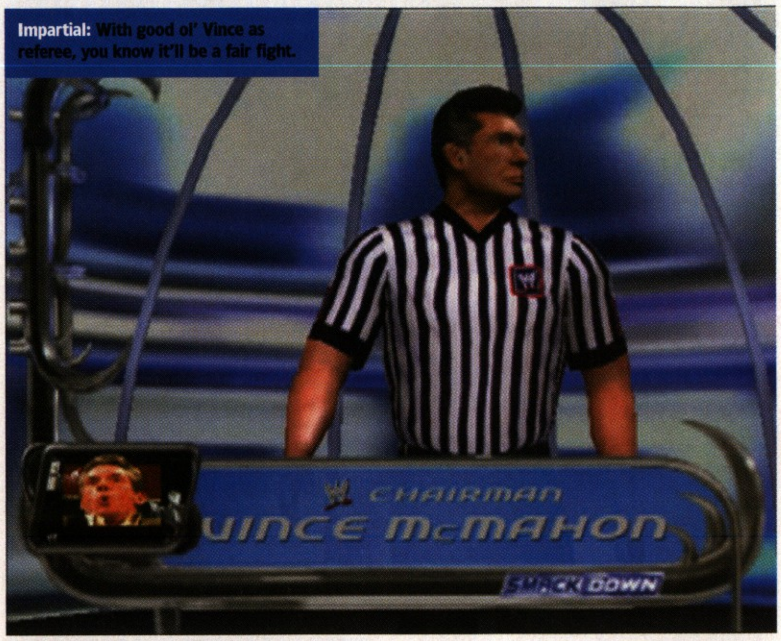
PERFECT TEN

THESE WRESTLERS ALL HAVE A SCORE OF 10 FOR THE KEY STAT OF STRENGTH

Big Show ■ Brock Lesnar ■ Goldberg ■ Kane ■ Scott Steiner

SPECIAL REFEREE

A bit like Arsene Wenger refereeing an Arsenal match, only less violent...



Impartial: With good ol' Vince as referee, you know it'll be a fair fight.

MATCH TYPES
● ONE REFEREE SINGLE ● ONE REFEREE NORMAL TAG ● ONE REFEREE IRONMAN ● TWO REFEREES SINGLE ● TWO REFEREES NORMAL TAG ● TWO REFEREES IRONMAN

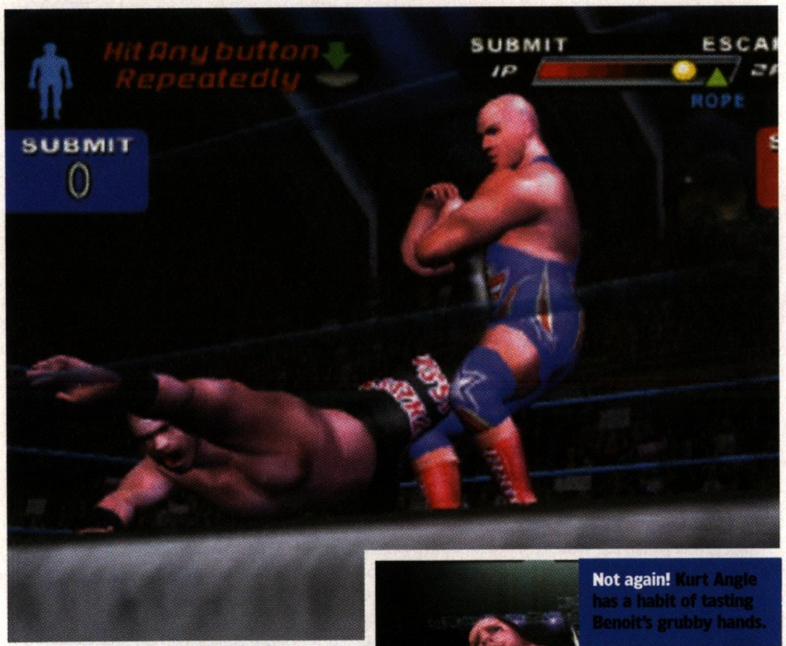
Getting an atrociously biased referee involved in a match is a classic way of skewing the odds in a particular direction (even though the winner is known well in advance, but anyway). When choosing the referee, your choices are Eric Bischoff, Ric Flair, Shawn Michaels, Stephanie McMahon, Vince McMahon, and any CAS characters you've gone and created for your own personal use.

BRING A FRIEND

While it's amusing getting the computer to control the referee when you know that their character loves/hates yours, and is going to count incredibly quick/slow, it's better still if you get a mate to don the stripy jersey, particularly in an Iron Man match where there will be multiple falls. We would recommend adopting the bribe system we outlined in Lumber Jack mode to make extra specially sure you get the result. Oh, just so you know, ◎ starts the count when controlling a ref, and feel free to attack anyone you like. You're the ref! You can't be DQed!

SUBMISSION

Those bits in matches where nothing seems to be happening...



MATCH TYPES
● SINGLE ● ULTIMATE SUBMISSION

Make them tap out. Simple as that. Depending on the superstar you choose, of course, it may not be very simple at all, but that's the only change here. Not a single wrestler in the game is completely devoid of submission moves, even though some of the grapples from Submission Hold (↓ ◎) admittedly do impact damage or are pin attempts rather than make them submit.

TAKING ADVANTAGE

Even if you find yourself with a wrestler who has a paucity of decent submission moves, or a particularly low submission stat, all is not lost (although you might want to choose a little more carefully next time). Work out what your best submisison move is, and which body part it targets, then concentrate all your regular strikes and grapples on that body part. Once it's at least orange, preferably red, keep sticking them into your hold time after time, and cross your fingers.

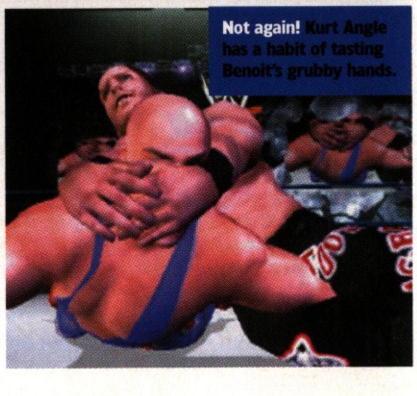
The best way, of course, is to pick a suitable superstar. One from either of our two lists, and preferably someone who appears on both, will do fine. Make sure you know exactly which position you need to be in to clamp your finisher on, and hammer those buttons like a creature possessed by a devil. Pads which have autofire capabilities are frowned upon, but desperately effective.

ENDURANCE

Even if you have a submission specialist like Jericho, Angle or Benoit, it's still strongly recommended that you work on the relevant body part (legs, legs and arms, respectively). Don't repeat the same moves if you can help it, because that stunts the growth of your meter, but do be precise. In all cases, ropes are your enemy, and it's crucial that you drag them to the centre of the ring before applying your killer move; if they're anywhere near the ropes the ref will immediately break it up. He can't break it up if he's been knocked over, but equally he won't hear their shrieks of pain, so that's no good either.

ULTIMATE SUBMISSION

Ultimate Submission is definitely Angle/Benoit territory. A time limit of ten minutes ticks down, and you each have counters, like Iron Man. Every time you make them tap out, the counter rises by one, and the winner when time runs out is... er... the winner. Of course, the hardest part is getting the first tap out. After that, he (and probably you) will be so worn down that there will be more tapping than at the annual Gregory Hines fan club reunion.



Not again! Kurt Angle has a habit of tasting Benoit's grubby hands.

PERFECT TEN

THESE WRESTLERS ALL HAVE A SCORE OF 10 FOR THE KEY STAT OF SUBMISSION

Chris Benoit ■ Chris Jericho ■ Iron Sheik ■ Sgt Slaughter* ■ Ted DiBiase*
*must be unlocked in Season Mode

FINAL TAP

ALL THESE WRESTLERS HAVE AT LEAST ONE FINISHING MOVE THAT'S A SUBMISSION

Charlie Haas – Haas Of Pain
On ground, lower body
Chavo Guerrero – STF
On ground, lower body
Chris Benoit – Crippler Crossface
Facing groggy opponent
Chris Jericho – The Walls of Jericho 1
Facing groggy opponent
Eddie Guerrero – El Paso 2
On ground, lower body
Iron Sheik – Camel Clutch 3
On ground, upper body
Jazz – Single Leg Crab 2
On ground, lower body
Kurt Angle – Angle Lock 2
On ground, lower body
Lance Storm – Single Leg Crab 2
On ground, lower body
Nicholai Volkoff – Bearhug 2
Facing groggy opponent
Ric Flair – Figure-4 Leg Lock 3
On ground, lower body
Roddy Piper – Sleeper Hold 3
Behind groggy opponent
Rodney Mack – Black Out
Behind groggy opponent
Sgt Slaughter* – Camel Clutch 3 & Sgt Cobra Clutch
On ground, upper body
Ted DiBiase* – Million $ Dream
Behind groggy opponent
Val Venis – Leg Lock 11
On ground, lower body

*must be unlocked in Season Mode

TABLE

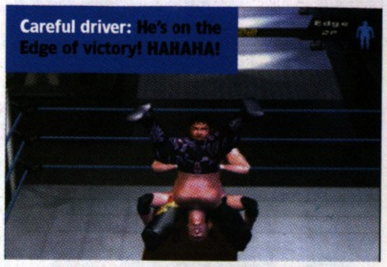
Watch out for splinters!

MATCH TYPES
● SINGLE ● TORNADO TAG ● TRIPLE THREAT ● FATAL 4-WAY ● TORNADO 6-MAN TAG

A lovely little match type, often leading to some pretty rapid results; the first person to get smashed through a table loses. Here's the simplest way of doing it.

1 Pick up table with ⊡
2 Face them (they must be facing you too), and set them up with ↓/↑ ⊗
3 Press ◎ by the table to get up and grapple
4 Press ◎ again to DDT them through it for the win.

So you see, victory is only as far away as ⊡, ↓ §or ↑ ⊗, ◎, ◎. This goes for them too, and it's perfectly possible to lose in a heartbeat, even if you're still pretty fresh, if you mess up an important reversal. The computer is obviously pretty smooth in setting up the tables for a kill, and in matches with lots of participents, someone over the other side of the ring can easily win without you even realising. A sneaky way to win is to get up on a turnbuckle and wait for someone to get rolled onto a table, quickly target them and press ⊗ to dive at them and smash them through for the win.



Careful driver: He's on the Edge of victory! HAHAHA!

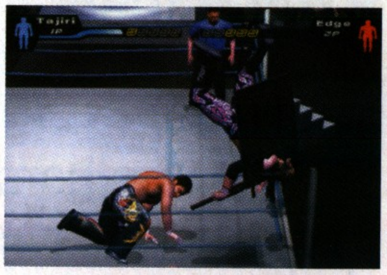


TABLE FOR ONE

SMASHING STUFF (*MAYO. MY OFFICE. NOW* – ED)...

HOLDING TABLE

⊡ – pick up table
⊗ – basic strike (turns them around)
←/→ ⊗ – basic strike (turns them around)
↓/↑ ⊗ – sets up table, rolls them onto it

OPPONENT LYING ON TABLE

◎ – get up on table with them, enter grapple
◎ – DDT
↑ ◎ – Powerbomb
← ◎ – Dangerous DDT
↓ ◎ – Pulling Piledriver
→ ◎ – Body Slam

TABLE IN CORNER (FACING)

◎ then direction – Irish Whip into it
◎ – Body Slam
Any direction and ◎ – Body Slam

TABLE IN CORNER (BACK YO YOU)

◎ – Slingshot into table
any direction and ◎ – Slingshot into table

TABLES

"D'VON! GET THE TABLE!"

HOLDING TABLE

⊡ – pick up table
⊗ – basic strike (turns them around)
←/→ ⊗ – basic strike (turns them around)
↓/↑ ⊗ – sets up table, rolls them onto it

OPPONENT LYING ON TABLE

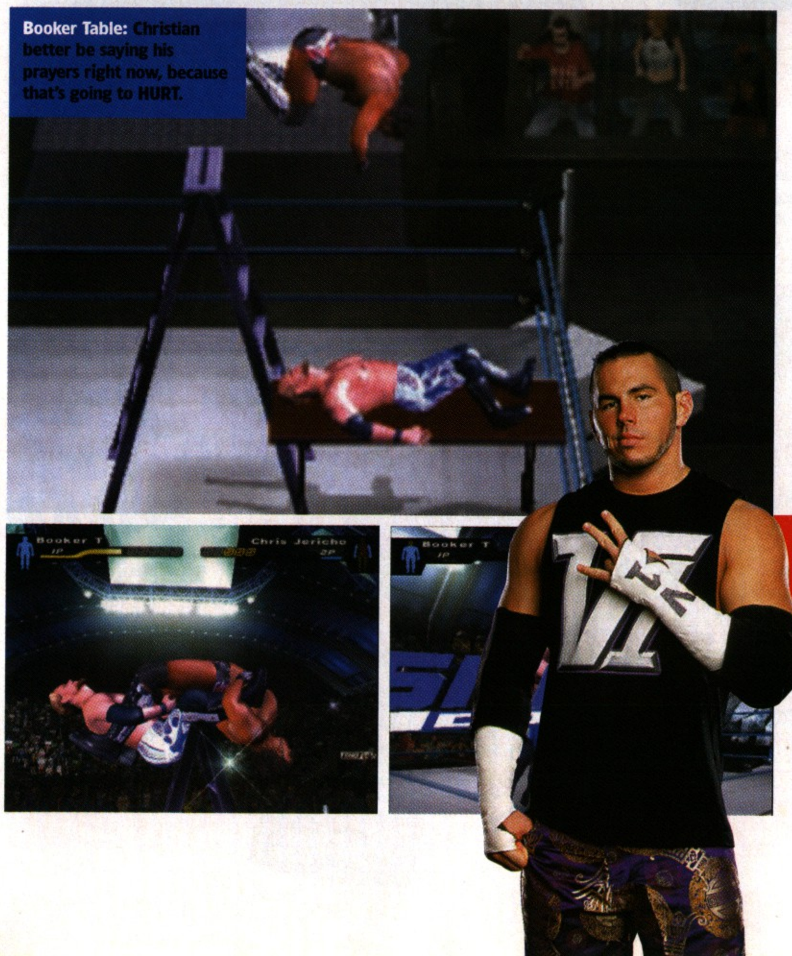
◎ – get up on table with them, enter grapple
◎ – DDT
↑ ◎ – Powerbomb
← ◎ – Dangerous DDT
↓ ◎ – Pulling Piledriver
→ ◎ – Body Slam

TABLE IN CORNER (FACING)

◎ then direction – Irish Whip into it
◎ – Body Slam
Any direction and ◎ – Body Slam

TABLE IN CORNER (BACK TO YOU)

◎ then direction, Irish Whip into it)
◎ – Slingshot into table
any direction and ◎ – Slingshot into table



Booker Table: Christian better be saying his prayers right now, because that's going to HURT.

LADDERS

THE HARDY BOYZ'S FAVOURITE, WAY BACK...

Pick up the ladder lying outside the ring with r, and roll into the ring. This will automatically drop the ladder, so pick it up again. At this stage, against a standing opponent, ⊗ performs a basic strike, ←/→ ⊗ smacks them in the shins, and ↓/↑ ⊗ throws the ladder to the ground then rolls them prone onto it. Pressing ◎ scoops them up and slams their back right onto the steps. The next use of the ladder is to prop it in the corner, by pressing towards the turnbuckle and ⊡ when in the appropriate position. Irish Whip them into it so they are facing you, and four new grapples are available to you:
↑ ◎ – slams them into the ladder
← ◎ – performs a body smash
↓ ◎ – smashed the back of their head
→ ◎ – missile dropkick to the face

You can also Irish Whip them one more time, back to the same corner, to have their back to you. This allows you access to four more grapples:
↑ ◎ – a slingshot staight into the ladder
← ◎ – gets them sitting on your shoulders
↓ ◎ – smacks their face, then hurls them down
→ ◎ – slips them onto both shoulders, then into a kind of Snake Eyes onto the ladder

And that's not even all. You also have some special moves open to you when the ladder is standing upright (done by pressing ⊡ in the ring, which also topples a standing ladder, useful for when they are on it). Climb up the ladder by pressing towards it and r, and either leap off the top with ⊗ if they are on the mat somewhere, or press ⊗ to punch another ladder occupant in the face. You can trade blows until one of you becomes groggy. At this point ◎ will perform a huge Hip Toss to the mat below, and any direction and ◎ will perform the most painful Superplex EVER. It will often thrown them right outside the ring, in fact.

TLC

More hardcore than Hardcore, more hellish than Cell...

MATCH TYPES
● SINGLE ● TORNADO TAG ● TRIPLE THREAT ● FATAL 4-WAY ● TITLE ● TITLE TORNADO TAG ● TITLE TRIPLE THREAT ● TITLE FATAL 4-WAY

Probably the most fun you can have with the game, and three mates. So many toys you won't know what to do with them all (unless you've looked at our boxouts, in which case you know EXACTLY what to do), carnage is inevitable. Strategy tends to fly out of the window a little bit when there's this much ordnance lying around, so the best strategy we can offer is – have a laugh. Try out all the different weapon grapples, wince in pain as your superstar takes a massive bump, or crow in gloating victory as you Five Star Frog Splash someone through a table. The possibilities really are endless, so experiment and you'll have loads and loads of fun, and that's what WWE is all about!

AND CHAIRS

SADLY, NO CON-CHAIR-TO DOUBLE TEAM MOVE FOR EDGE & CHRISTIAN

⊗ – basic strike*
←/→ + ⊗ – gut shot (sets them up nicely for special Smackdown!)
↑ + ⊗ – gut shot, head pound*
↓ + ⊗ – DDT to chair*
L2 – Smackdown move (DDT*, Vandaminator*, or Guillotine 3)
* Can bloody them up

THE FACTS: **TONY HAWK UNDERGROUND** ● PLAYERS **1-2** ● MEMORY CARD SPACE **115KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **TWO WEEKS**

TONY HAWK UNDERGROUND

Cushion the hard knock life with our insider guide to the meanest challenges, scoring secrets and hidden characters.

Thrashed *THPS4*? Seeking the next challenge? Here's your six-step guide to the new additions in *THUG*.

01 THE ESSENTIALS

IF YOU'RE NEW TO THE SERIES, YOU'LL NEED TO MASTER THE BASICS. REMEMBER: YOU CAN'T MCTWIST UNTIL YOU CAN ACTUALLY, ER, STOP.

OLLIES

The longer you hold ⊗, the higher you ollie. To ollie forwards out of a bowl or ramp, push the D-pad ↑ as you leap. As a general rule, always hold ⊗ during combos.

TRICKS

Each direction of the D-pad activates a different trick, so while ← + ⊗ gives you a kickflip, → + ⊗ gives you a heelflip, with variations for each of the eight basic directions. Generally, use flip tricks on the flat, grabs in the air. Experiment in Free Skate Mode to find tricks which suit your style. Advanced moves can be accessed by double-tapping the D-pad - for example, tapping ↑, ↑ + ◎ for a fingerflip. For a full list, check the Edit Tricks option in the Pause menu. Don't forget, you have total control of your tricks roster and can re-define the moves to personal D-pad variations.

STOPPING

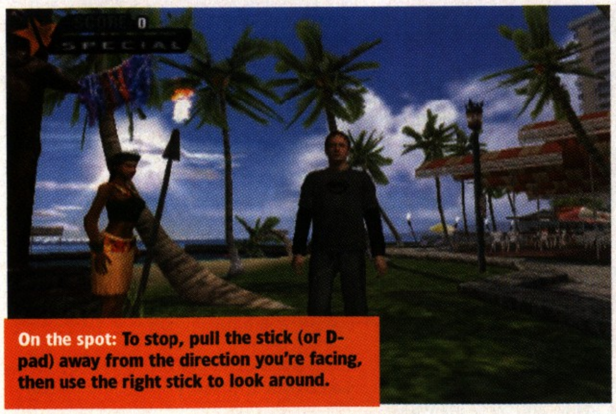
If you can't stop on a sixpence, you'll struggle with the precision objectives. Simply hold the D-pad ↓ to reach a standstill, and rotate the stick at rear facing diagonals to pivot on the spot.

LOOKING

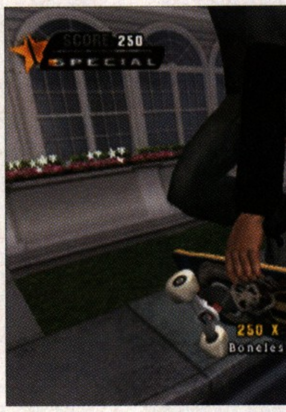
When you're struggling to find key items or secret tape, stop still and use the right analog to look around the level. Very handy indeed.

SPINNING

When you're in the air, hold L1 or R1 to spin faster. It's good form to release the shoulder buttons just before you land to avoid over-steer and give you chance to sneak in a revert.



On the spot: To stop, pull the stick (or D-pad) away from the direction you're facing, then use the right stick to look around.



BEST PLAYED
Early in the morning, when you're feeling fresh and stress free.

BEAT THIS → PLAYING IN FREE SKATE IN VANCOUVER, TRY TO SCORE A 500,000 POINT COMBO

1 HIP TRANSFERS

Hold R2, try something like a spine transfer when approaching 90° facing banks or quarter pipes, then hold the appropriate direction to transition across smoothly. This is explained in the Slamma Jamma compo so listen very carefully.

2 PRESSURE FLIPS

Tap L2 to enter the Pressure Flip Mode. Aside from looking cool, pressure flips are a great way to boost the variety of your combos. You can use them to jump onto small kerbs, but they're generally flatland only.

3 RUNNING

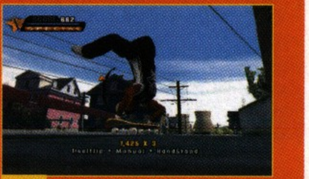
Tap L1 and R1 together to leap off the board. You can then jump into Caveman grinds, by holding ⊗ then pressing △ near ledges. You can also perform Acid Drops by holding R2 as you leap into a quarter pipe.

4 CREATE-A-TRICK

The create-a-trick option is much easier to use than you'd expect, and a perfect way to create a high scoring special move that you can use to launch into combos. Don't forget, you can shorten the animation cycle of wilder moves to incorporate them into a chain.

5 DRIVING

The driving sections are a shade wooly, but invariably easy and simple to control. To be honest we aren't sure why anybody would really want them in a skating game but ho hum... Don't forget to jam down R1 to use the handbrake, making 90° turns almost possible.



6 FLATLAND TRICKS

Instead of launching into flatland combos using a special move, now you can segue into tricks from a normal manual roll. Just tap combinations of the face pad buttons to perform new variations, like handstands and caspars.

02 ADVANCED SKILLS

MASTERED MANUAL ROLLS? BOSSING BASIC COMBOS? MASTER THE HIDDEN SUBTLETIES TO REACH THE HIGHEST LEVEL...

SWITCH STANCE

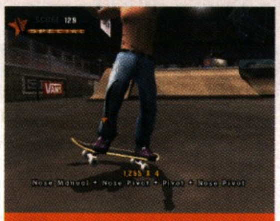
Tap R2 to skate switch stance, increasing the value of your tricks. To explain, a regular skater rides with their right foot on the board's tail, a goofy skater their left. When you skate switch stance, you're skating the 'wrong way round' – making things more difficult.

NOLLIES

Tap L2 to move into the Nollie position, and perform tricks off the nose of the deck. Nollies score more points than ollies, and are useful in combos.

MANUAL ROLLS

Quickly tap ↑, ↓ or ↓, ↑ to perform a manual roll or nose wheelie. With this move, you can link tricks into high scoring combinations. For example, hardflip into a manual roll and kickflip out to earn a three-string combo. As long as you don't put all four wheels back on the ground, you'll stay in a combo. Learn to manual after *every* flatland trick.



Not in the manual: Press R2 to pivot while moving along.

REVERTS

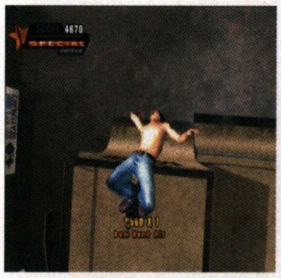
Reverts let you link aerial tricks into flatland tricks. Press R2 when landing an aerial move to spin 180° on your trucks and perform a revert. If you pull a revert and quickly tap ↑, ↓ or ↓, ↑ you'll segue into a manual roll and continue the combo. Theoretically, using a combination of reverts and manuals, you can link your run into one huge mega-scoring combo chain that lasts for an entire run. If it sounds baffling, start the game in Beginner Mode to receive valuable tutorials.

BE READY

A good technique is to always hold down ⊗, ever-ready to ollie onto the next obstacle. Similarly, you should get in the habit of pressing △ when you're in mid-air, so you'll automatically land in a grind.

FREE SKATE

Remember, if you see something in the distance that looks trick-worthy, you can invariably reach it. Treat every ledge, rail, wall, block, kerb and lip as a potential grind. Apply the same mentality to ramps. Nothing is impossible. To test out dangerous new lines and trick spots, head straight to Free Skate, where you can whizz about without worrying about time or your score. This is a great way to try things you wouldn't in the main game.



INCORPORATING TEN CAVEMAN GRINDS. ■

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

SCORING MASTERCLASS

Wait! Understand the scoring system, and you'll shatter the game...

Chain reaction: The number on the right is the multiplier.

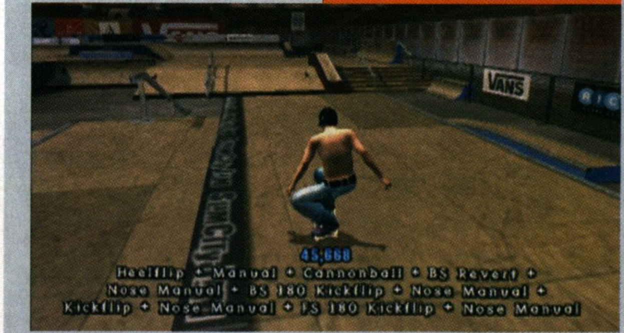
Steady as she goes: Use minute taps of the D-pad to balance.

While nowhere near as difficult (well, not on Normal or Beginner level) as *THPS4*, you'll still need an implicit understanding of the score system. The value of each trick depends on its difficulty, so while a basic kickflip is worth 100, a special move like a 900 is worth a staggering 6,000.

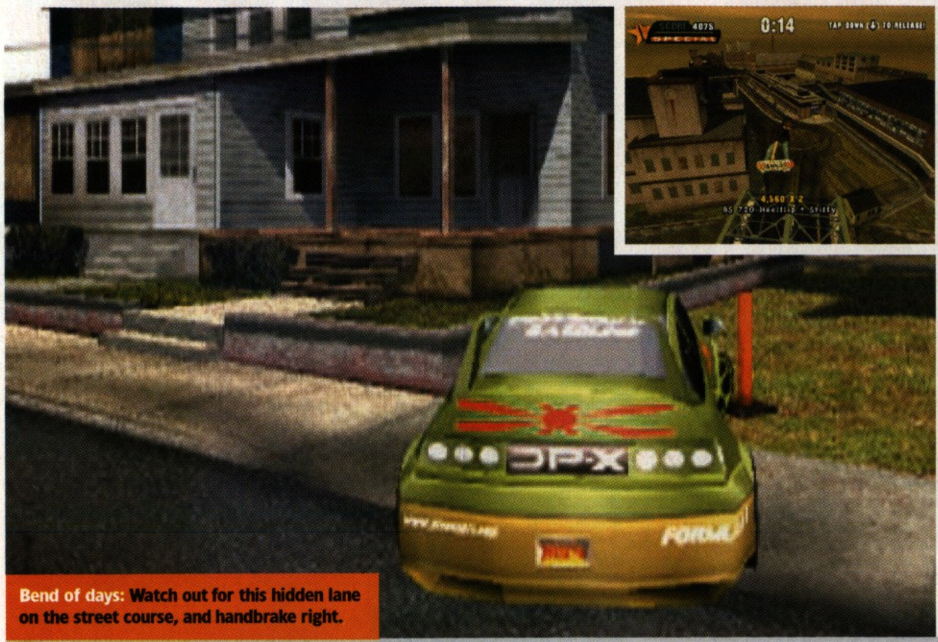
Essentially, every time you link a trick in combination, the value of that combo is multiplied by the number of tricks performed – called the multiplier. For example, three tricks linked in combo earns a 3x multiplier, tripling your score. There are a number of ways to increase the value of your combo, including spinning while you perform individual tricks (each 180° iteration boosts the value of the trick), linking flips into grabs, performing tricks switch stance and using special moves.

Every time you repeat a trick during a combo, its value drops incrementally – so mix things up. A good run will cover a wide range of terrain, flitting between grinds, grabs, flips, flatland tricks and lip tricks, avoiding repetition and making frequent use of special moves. It's useful to kick off your combo with a big trick. If you nail 6,000 points straight off, you've only got to link 10 crappy tricks to get at least 60,000.

Tricking over: Start combos with a special move to maximise scores – just like we have below.



45,668
Heelflip + Manual + Cannonball + BS Revert +
Nose Manual + BS 180 Kickflip + Nose Manual +
Kickflip + Nose Manual + FS 180 Kickflip + Nose Manual



Bend of days: Watch out for this hidden lane on the street course, and handbrake right.

3
PURSE IT
RETRIEV

Student union: These are the bags you need to help the student, located near the secret tape.

THE WALKTHROUGH

No patronising guff, just a 100% practical guide to the hardest objectives.

NEW JERSEY

GET THE STOLEN ITEMS BACK FROM DEALERS

From the off, leg it left to the tombstone maker's house, then climb the ladder onto the roof. Follow it to the far side, then look to cut in top right (two o'clock) towards the side streets with all the half pipes, for a free run. Keep jumping (hold ⊗) to leap the pipes. If you get spotted, run (using the analogue stick) without stopping in the opposite direction to avoid detection. The dealers' line of sight is about half a screen length.

GET THE SCRAPMETAL

Head for the centre of the level, get off your board and clamber (using R1) onto the nearest rooftop. Stop, and look around using the right analogue stick to see the scrapmetal parts. They can be reached be leaping between rooftops. If you've missed one, it's probably on one of the adjoining side streets. With the ramp constructed, hang onto the car (skitch) by holding ↑. The car will do a full lap of the town, so balance carefully using measured taps of ← and →. As you head past the Warriors base towards the ramp, tap ↓ about ten virtual metres from the ramp and ollie across, while spinning, to maximise height.

RESCUE ERIC

To keep up with the car, hold ⊗ (ollie) and keep popping flips and grinds to build your special bar. Don't worry, you don't need to catch it, just stay close. When in the car, don't gun at the bends or you'll miss the turns. The dealers will spin at impossible 90° angles to throw you off so keep a sensible distance. Try not to snag the car as you approach the narrow bridge lanes, or it's all over.

MANHATTAN

HELP THE STUDENT

The first item's in front of you, dangling off a second tier rooftop. Grind the curved wall on your right to leap up and claim it. Like many objectives in *THUG*, all you need to do is follow the natural line to reach the remaining items. The game is structured so you can 'flow' between pick-ups, using conveniently – well, deliberately – placed quirks of scenery, like quarter pipes, rails and curved walls. The items should appear in a natural combo line.

NUT VENDORS UNITE

Once again, use your instincts and follow the natural combo line. From the off, race forward to the first vendor, smash him, then arch right to the banks area below. Nail the bloke at the end of the banks, then drive up the steps, turn right, advance past the big building, then follow the radar arrow left up another double set of steps. From here on in, just follow the radar for guaranteed success and objective completion.

HIT THE KILLER BANKS LINE

You'll need a good mastery of basic combos, so practise your manual roll to grinds to manual rolls. The hard bit is grinding the taxis at the start. Big tip – don't leap between the gap in the cabs, just hold grind. The gap isn't big enough to merit an ollie. With good timing, you can leap directly between the curved blocks and benches, so godly balance skills aren't essential.

SCORE 7735
SPECIAL
1:53
HIT THE SPOT
5 OF 44 OBJECTS
5 44
OBJECTS
155 X 2
BS 50-50

Making the video: The Manhattan challenge is the hardest – only practice will reveal the line.

GAP THE BURNING TAXI

The trick is to leap the taxi using the lower level banks, not just using fiddly on-the-spot ollies. There are big quarter pipes either side of the taxi – albeit a distance apart – so you can keep going back and forth like an extended half pipe. If you use the bank, it's possible to sneak in two tricks when leaping the cab. If you bail, don't waste time trying to jump the cab with a small run up because you simply won't make it.

TAMPA BAY

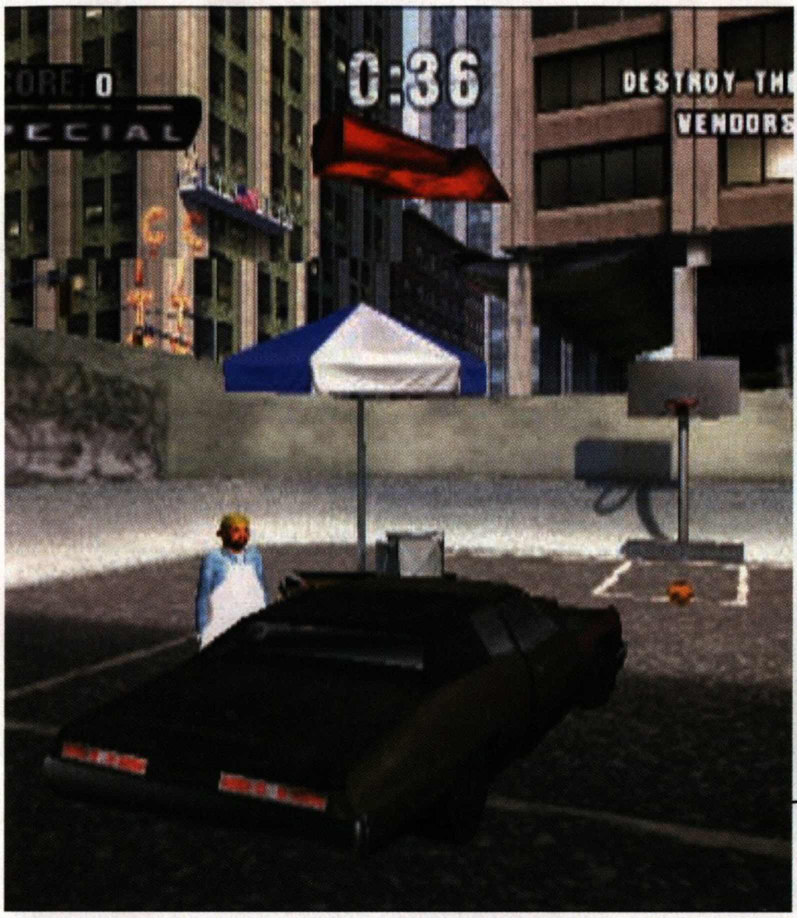
GET THE BEST DONUTS

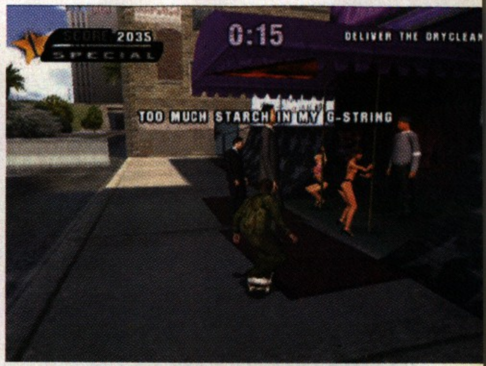
You don't need to nail the donuts in a continuous combo, but if you can follow the natural flow of terrain, you'll scoop 'em all first time. Time is the only enemy here.

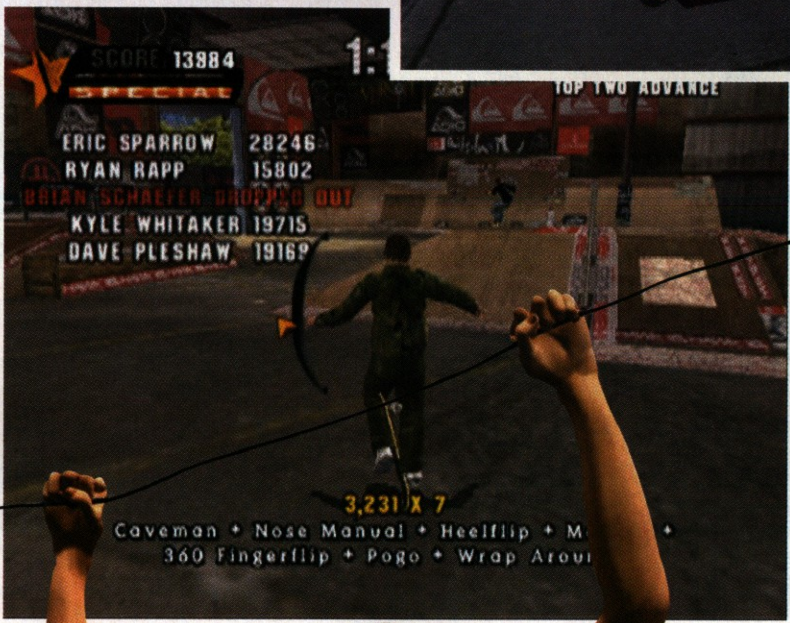
THE SKATE BOARDING BANDIT

HELP THE PRIVATE EYE

The problem here is finding the lovers' car. From the off, head down the main road, turn right at the bend and skate to the strip club. The car is behind you on the right, by the grass. When it comes to delivering clothes, try to perform most of it on foot, as there's no chance of falling over, and since you'll need to clamber onto a few, higher level, internal sections it's much easier this way. Only get on the board for the last two deliveries to make up time.


SCORE 0
SPECIAL
0:36
DESTROY THE
VENDORS


SCORE 2035
SPECIAL
0:15
DELIVER THE DRYCLEAN
TOO MUCH STARCH IN MY G-STRING


SCORE 13884
SPECIAL
1:1
TOP TWO ADVANCE
ERIC SPARROW 28246
RYAN RAPP 15802
BRIAN SCHAEFER DROPPING OUT
KYLE WHITAKER 19715
DAVE PLESHAW 1916
3,231 X 7
Caveman + Nose Manual + Heelflip + M
360 Fingerflip + Pogo + Wrap Arou

BEAT ANDREW'S BEST COMBOS

The score tallys aren't high, but the scenery is dense and glitchy. Look to use any available banks for a special trick, before reverting into a small combo. Don't overdo it, as you only need, say, a strong six string combo to nail 20,000 points. If the scenery is too tight, use flatland tricks to make up the points. Ollie into a manual roll on the spot, then press different combinations of face pad buttons to vary your moves (e.g. ◎, ◎, then ◎, ◬). Remember: if you bail the last combo, you need to start again, so safety is the word.

GET ONTO ROOF OF SPOT

Clamber onto the roof in front of you, arch left and jump onto the triangular platform to climb the ladder. The combo target isn't high, but beware – the central section of the roof is collapsible. If you roll over it mid-combo, you'll bail and lose your points. Use the pipes to do special grinds, then manual combo over to the pipes and pull an aerial special move. Finish with a few flatland tricks – avoiding the edge of the roof or glass section – to finish.

WIN BEST TRICK CONTEST

You'll need about 120,000 points in two mins to win. Sounds easy, but the huge flatland section between banks makes combos slow and difficult. Use the banks to bust big special aerials – like a 900 or 540 Flip – then revert into a flatland combo. Equip a quick flip trick special (in the Edit Tricks Menu) – like an Underflip – for use over the central fun box.

SAN DIEGO

DAREDEVIL HIGH LINE

The trick is not to be too clever. Simply ollie onto the first ledge and grind around the corner to the next alcove. Don't ollie off, just let the grind guide you round. Stop and turn carefully around the bend – or get off and walk – before repeating the process.

SCORE 0
SPECIAL
1:54
55 SECONDS LEFT

ROOFTOP TECHNICIAN

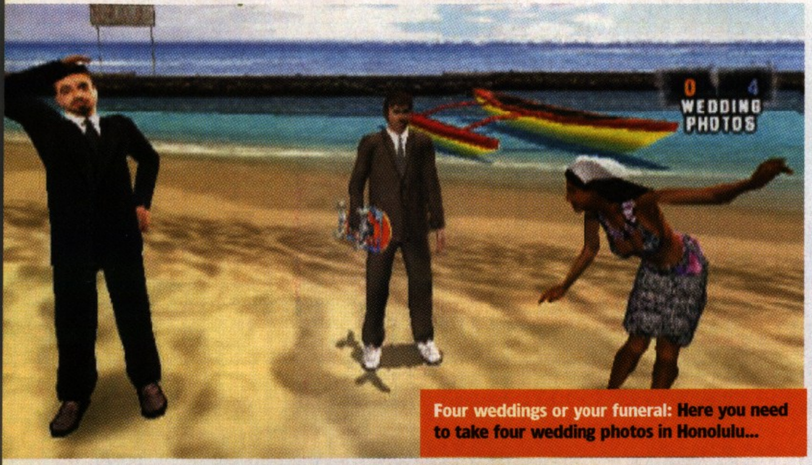
Tap immediately into the manual roll and everything should be fine. See the balance masterclass for further details.

LET'S GET THIS PARTY STARTED

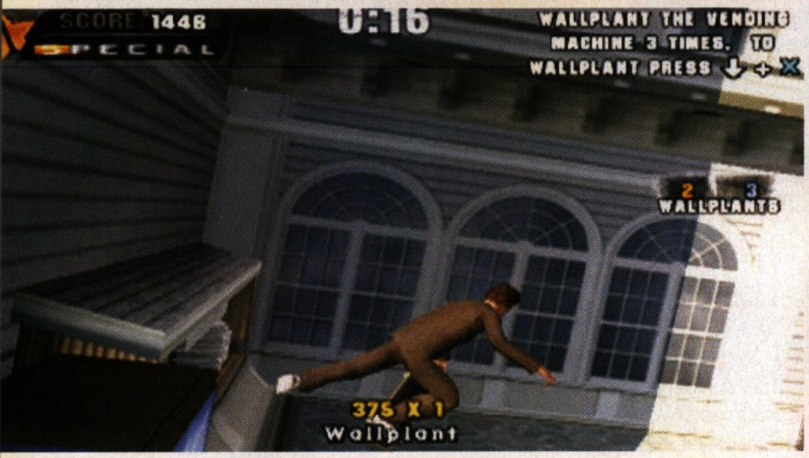
Only two problems here. One of the posters is directly behind the start point, near the tropical plants. The other is on the opposite side of the level, near the compo course, on the perimeter right-hand wall. The remaining three posters appear in natural order from the start point and shouldn't cause you a problem.

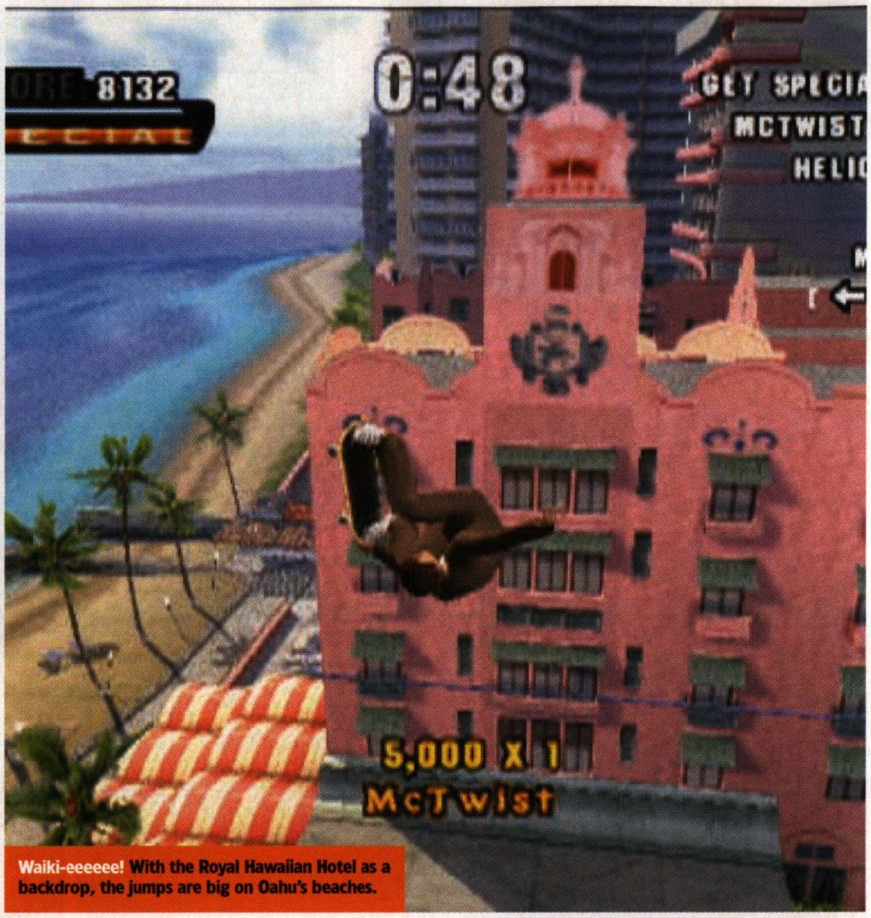
NO ONE LIKES A DUDE FESTIVAL

Don't worry about time. Follow the arrows and all three girls are easy enough to find. The objectives are score 20,000 points, land some flatland combos and score 40,000 points respectively. Use the trusted special trick off bank into revert manual combo to nail the points with a minimum of fuss and you'll be laughing.



Four weddings or your funeral: Here you need to take four wedding photos in Honolulu...


SCORE 1446
SPECIAL
0:16
WALLPLANT THE VENDING MACHINE 3 TIMES. TO WALLPLANT PRESS ↓+X
2 3
WALLPLANTS
375 X 1
Wallplant



Waiki-eeeeee! With the Royal Hawaiian Hotel as a backdrop, the jumps are big on Oahu's beaches.

GET YOUR GEAR BACK FROM THE FUZZ

You need to skitch the back of the cart (tap ↑) then complete two laps within the time limit. To dodge the guards, tap L1 or R1 to swerve in the respective directions. The guards appear in the following order: LRLRRLRLRLRL. In other words, you need to keep flipping sides, with one notable exception. Try to focus on the centre of the screen and the balance bar. All you need to do is tap ← and →, with the occasional timed tap of L1 or R1. Don't get distracted by the scenery.

THE KIDS LOVE THOSE FREE STICKERS

Once again, try to collect the stickers in a flowing combo, with plentiful grinds. You'll be conveniently thrown in the right direction. You can still make it if you bail, but time is tight so you're best of re-starting the challenge.

HAWAII

WEDDING GUEST

Look for the green fist above each couple, then stop dead and pull the required move. There's a 'red herring' couple after the first married pair, with no glove above them. Don't waste time trying to land a trick near them, but head for the relatively hidden newlyweds on the far side of the beach by the hotel pool, left of the starting point. The remaining couples are in clear view on the main streets.

SCORE 0
SPECIAL

You :
What's going on?
Press X to continue.

Escort service: The coppers get interested in you in Vancouver...

PINEAPPLE KILLER

The first four are easy to spot if you complete a lap of the town. The only hard to find pineapple stand is near the beach, where the 'red herring' couple were standing.

KILL WALLOWS

You need to 'tag' ten items of scenery, a bit like the Graffiti Mode in multiplayer (grinding on the object is the best way to do it). The trick is to turn 180° at the start and leap off the bank into a grind on either rail to the left or right. Keep your balance, and ollie between the different heights of rail and house veranda. Then repeat the process on the opposite side. This is fiddly and tough, so practice yields dividends.

CLIMB THE HOTEL

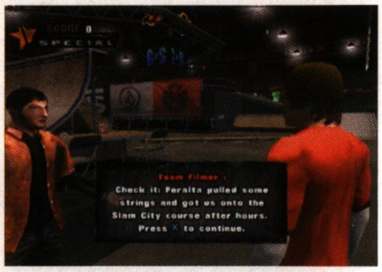
Climb onto the bus, then onto the first hotel ledge. Turn left and ascend the ladder. Follow the ladder to the top, then drop to the protruding central platform just below the ledge. Stop and look for the diagonal wire, then position yourself for a leap and shimmy up to the higher level.

HOTEL HOPPER

Don't charge straight into the jump, but build up your special bar on the banks behind to maximise speed. You're unlikely to make the rooftop leap cleanly, so look to stick a grind on one of the protruding flagpoles.

CRAZIEST FOOTAGE EVER

Scoring 50,000 points is easy – just use the aerial special revert to manual technique, and look to sneak in a special grind on the central pipe. The big spin is trickier, but don't forget to hold L1 or R1 (while holding R2) to aid rotation. It also helps to kickflip while spinning. The Mctwist over the chopper is easier than it looks, simply get special then jump as normal before pulling the move. You should clear it first time, in glorious slo mo.



Team Filmer :
Check it: Peralta pulled some strings and got us onto the Slam City course after hours.
Press X to continue.

VANCOUVER

SLAM CITY FAN

This is a 'pure' combo objective, so you can't fall off. The route is short, but don't forget to ollie out of the first curved bowl onto the ledge on the right or you'll overshoot the natural line. Manual roll onto the ice rink to scoop the last item.

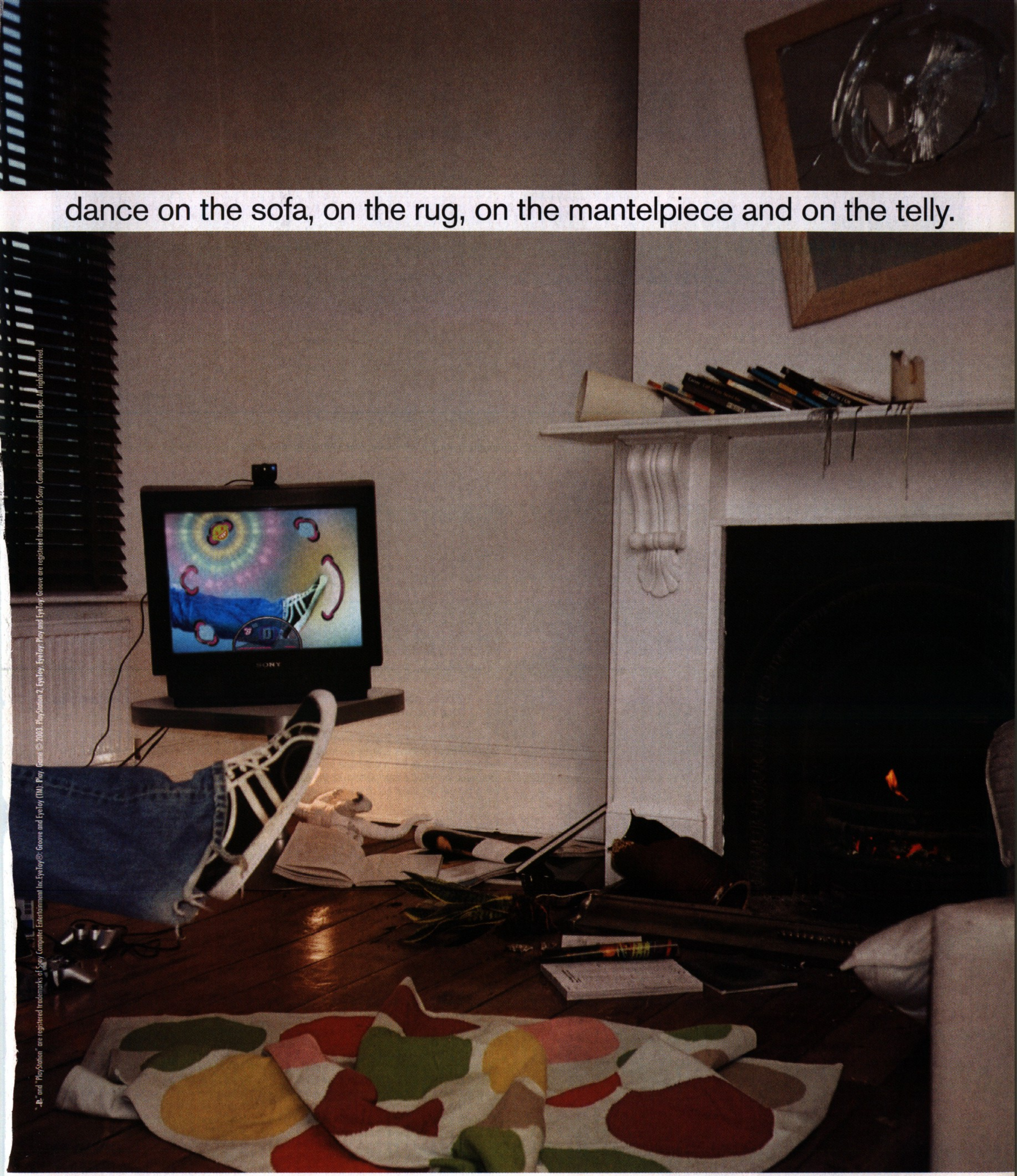
RALPHIE GOT BUSTED

Leg it out of the hotel via the main doors and arch left to find the leafblower. The leaves are easy to spot (flanked by a green fist), the only tricky location is the pile in the lower level circular area. When you have the passport, you'll see the towel ladder on the first floor of the hotel. To reach it, you'll need to leap off the bank in front while pushing forwards, then jump off your deck in mid-air (L1 and R1) to land on your feet.

RETURN THE GUEST PASSES

Treat the route as a combo line, but if you fall off, or take a wrong turn, don't be afraid to get off your board and re-calibrate. You've got about

➔

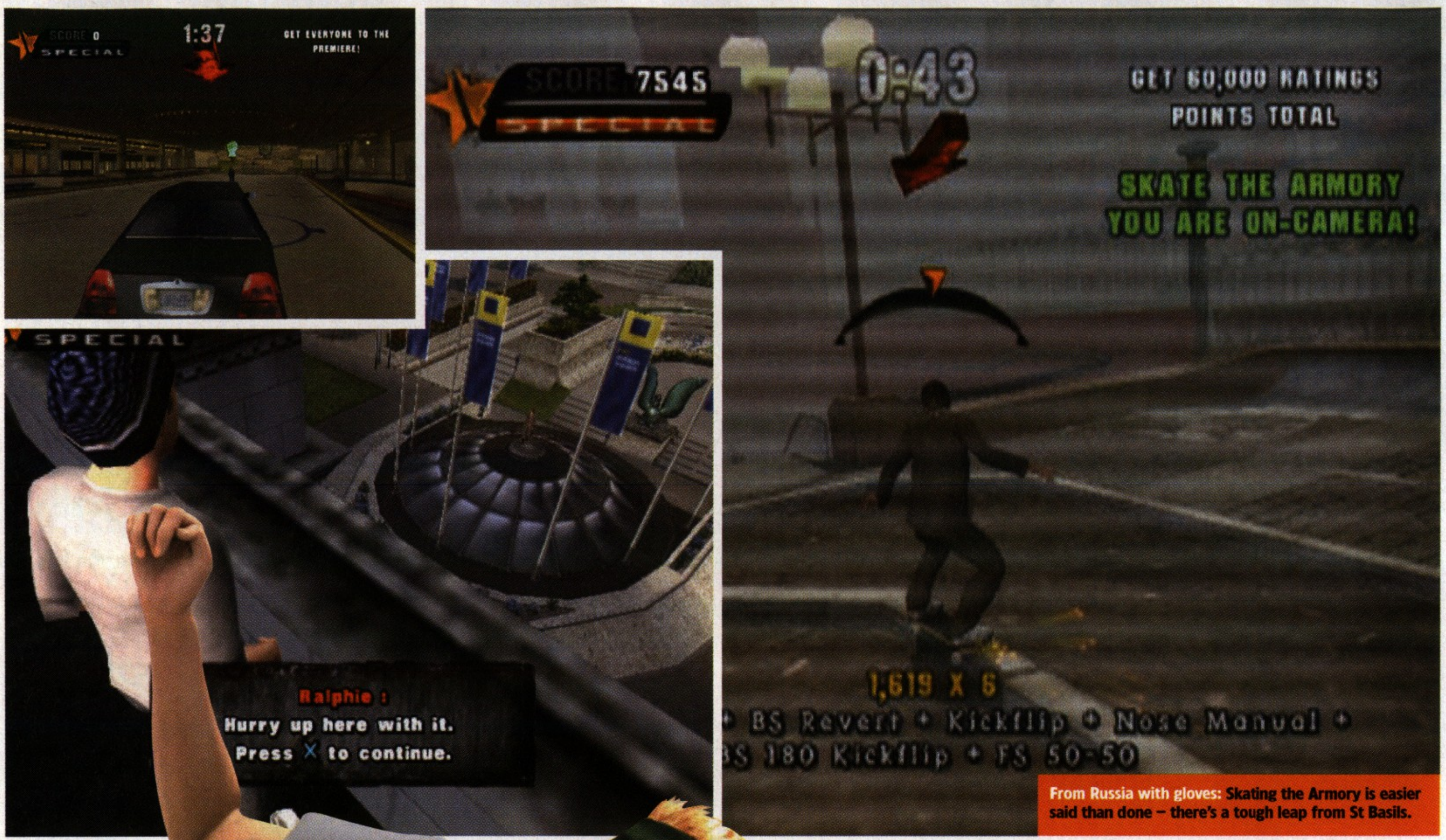

dance on the sofa, on the rug, on the mantelpiece and on the telly.
SONY

"⏏" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.EyeToy®: Groove and EyeToy (TM): Play. Game © 2003. PlayStation 2, EyeToy, EyeToy: Play and EyeToy: Groove are registered trademarks of Sony Computer Entertainment Europe. All rights reserved.

With EyeToy Groove, one of the two new EyeToy games, you can shake your booty along to the likes of Madonna, the Sugababes and Fatboy Slim. So get yourself moving. EyeToy USB camera required. www.eyetoy.com

EYE TOY Play EYE TOY Groove

fun,
anyone?
PlayStation.2


SCORE 0
SPECIAL
1:37
GET EVERYONE TO THE PREMIERE!
SPECIAL
SCORE 7545
SPECIAL
0:43
GET 60,000 RATINGS POINTS TOTAL
SKATE THE ARMORY
YOU ARE ON-CAMERA!
1,619 X 6
BS Revert + Kickflip + Nose Manual + BS 180 Kickflip + FS 50-50

Ralphie :
Hurry up here with it.
Press X to continue.

From Russia with gloves: Skating the Armory is easier said than done – there's a tough leap from St Basils.

20 spare seconds to play with if all goes bendy. Keep your head and let your fingers do the talking. The problem areas are the curved pools, where you can get spun off track, and the last six or so items where you need to leap off the big bank into a long higher level grind. You need to ollie up a large platform for the last item, but you can always get off your deck and clamber up.

RUSSIA

BLIND BIG BROTHER

Ollie directly off the facing bank into a grind on the first level ledge. After the second item, prepare for an ollie across the gap. Land in a grind, and prepare for another ollie – this time off the curved surface – propelling you onto the second level ledge above. After the ledge curves, leap directly off towards the red brick St Basil's church. Land in a grind, let the natural line take you to the left and ollie again onto the distant spire. Grind 270˚ back round and ollie *back* onto St Basil's for the final few items. Practice makes perfect, as the line requires split-second timing.

OVER THE WALL

Build up your special bar on the facing banks before attempting the wall clearance. Hold ⊗ as long as possible on the flat, but release it *slightly* earlier on the bank to make the most of the transition (the curved bit of the ramp). Let the momentum take you, and don't press R2 (to spine transfer) until the very last minute. If all else fails, try to boneless (tap ↑, ↑, then ⊗) off the ramp for extra height. Once over the wall, you'll need to complete another combo line, but you can get off and reposition yourself if things go wrong. The hardest item is on the wire, which can be reached by ollieing onto the rail on the ramparts, and letting the natural route take you.

RATINGS STUNTS

Tough, since the 'on-camera' zones are tight and fiddly. Don't forget, you can leave the zone (with the grainy CCTV footage) and continue the combo elsewhere. All you need to do is return to the zone to land the trick and scoop the points. Another pitfall is failing to realise that you've hit the points target and skating a zone for longer than you'd need. Keep checking the on-screen indicator and move on. To get the score targets, use the old dozys of flatland combos, special grinds on circular kerbs and aerial special to manual combos. There are three areas: Lenin's statue (hard), St Basil's (easy) and the Armoury (moderate). The locations are spread far apart, but look for the CCTV camera effect to signify when you're in the zone.

GAP HUNTING

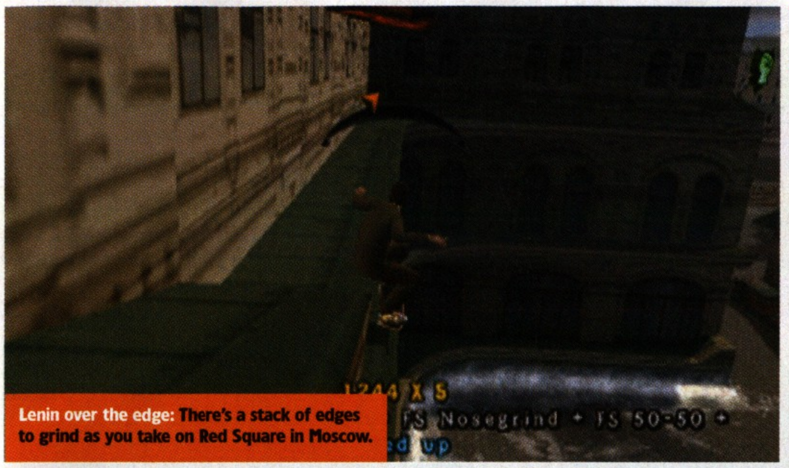
To save time, repeat the Blind Big Brother trick line to score five easy gaps. If you're struggling, there are some easy gaps by the start point, between the gateway arch and on the banks to the left.

DOUBLE DOME

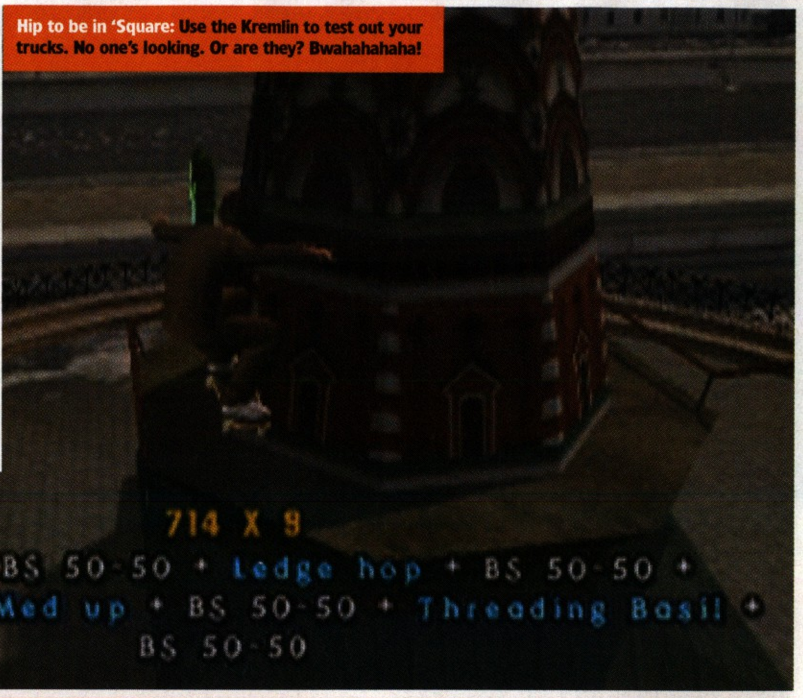
Wait until Eric pulls a lip trick move, then bust up behind him with a big special move to revert combo. The only danger is accidentally spine transferring out of the dome and landing outside. If so, don't panic and clamber back in before carrying on. You'll need to nail about six tricks above Eric to guarantee success.

ANONYMOUS CALLER

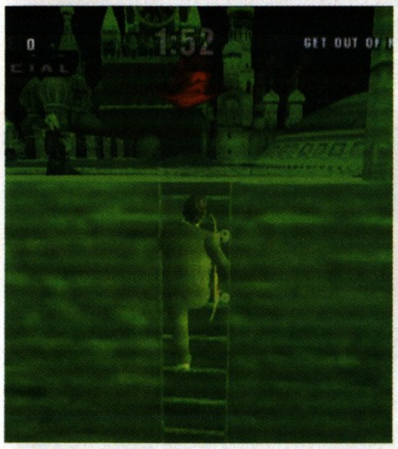
Get off your board and run around to meet the contacts. It prevents getting caught in a cul-de-sac and banging your board about in a time-addled



Lenin over the edge: There's a stack of edges to grind as you take on Red Square in Moscow.


714 X 9
BS 50-50 + BS 50-50 + Ledge hop + BS 50-50 +
BS 50-50 + GUMed up + BS 50-50 + Threading Basil +
BS 50-50

Hip to be in 'Square: Use the Kremlin to test out your trucks. No one's looking. Or are they? Bwahahahaha!



rage. Only get back on your board to meet the final contact on the lower level. The spine transfer over the dish is easy is you remain methodical. Don't get carried away and press the R2 button on the facing banks or you'll leap to an obscure area and waste time climbing back up. If this happens, just pause and retry the goal. Get into a pattern, so you consciously let go of R2 on the facing banks, then tap it for the middle bit, off-R2-off-R2-off etc. Just keep at it – it'll come right.

HANGOVER CURE

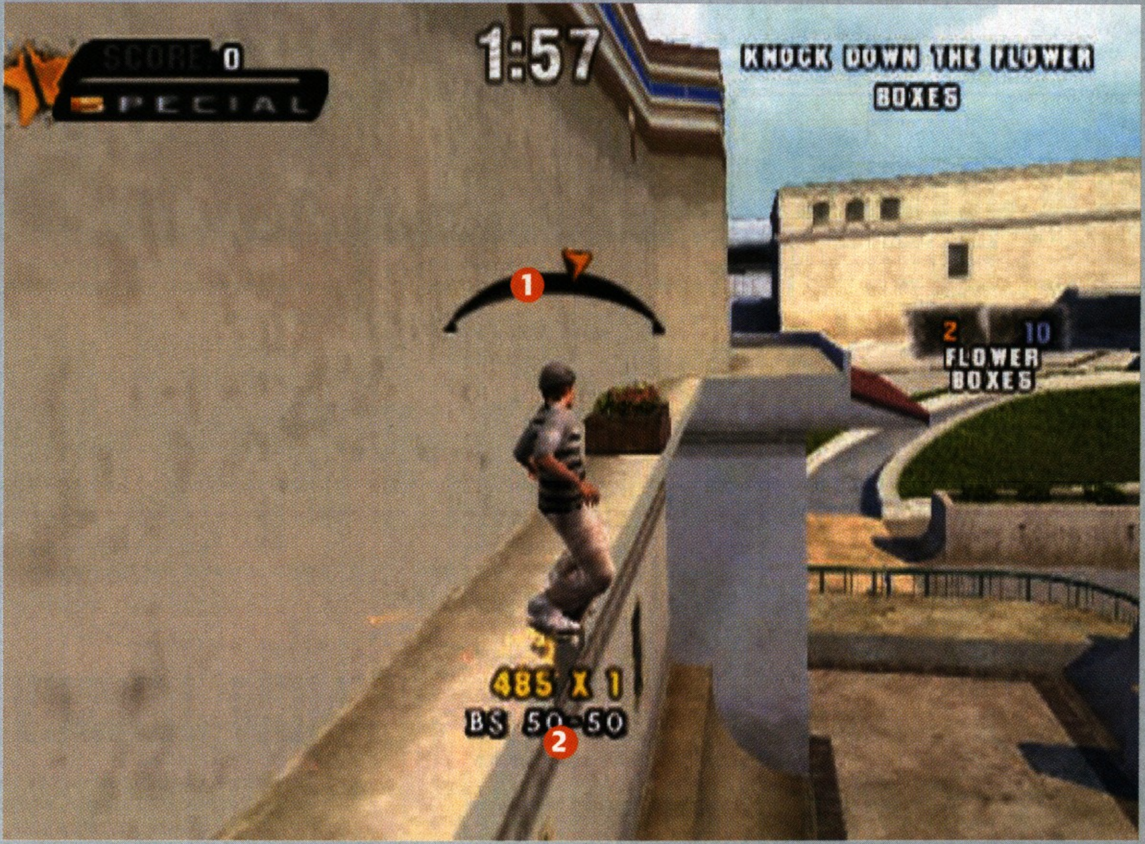
This is hard, since you've got to effectively combo the entire level. You can fall off, but the time penalty is damning. Try to flow with the natural line, and don't be afraid to jump off your board and re-calibrate. The hardest bit is at the end, when you need to repeat the Blind Big Brother line across St Basils, but conclude with a very tough leap across to the Armoury. If you bail the jump, get off your board, then skate round through the main gates and use the ramp to the left – it's longer, but better than being caught in a frustrating cycle of tricky leaps over the wall which can seem like it goes on forever.

STRAIGHT OUTTA MOSCOW

Climb up the ladder to your front, then the ladder to your right. There's plenty of climbing in the next few sections, you can be more than sure of that. Wait at the top for the guard to pass, then run anti-clockwise around the lower level dome to avoid detection. Okay, so you've done that. Great. Now climb up the ladder, follow the narrow platform right then shimmy along the wire to the bell tower. Don't jump – you'll sound the bell and ruin everything - but drop to the floor and head right. You need to jump over the huge wall (follow the arrow) and meet the informant by St Basils below.

READ THIS AND SKATE BETTER!

IT'S THE STREETS OF NEW JERSEY AND WE'RE TELLING YOU HOW TO MASTER THAT BALANCE METER AND CRUSH THE GAME'S SPECIAL MOVES LIKE YOU MIGHT CRUSH THE LARYNX OF A SCHOOL BULLY. MAYBE.

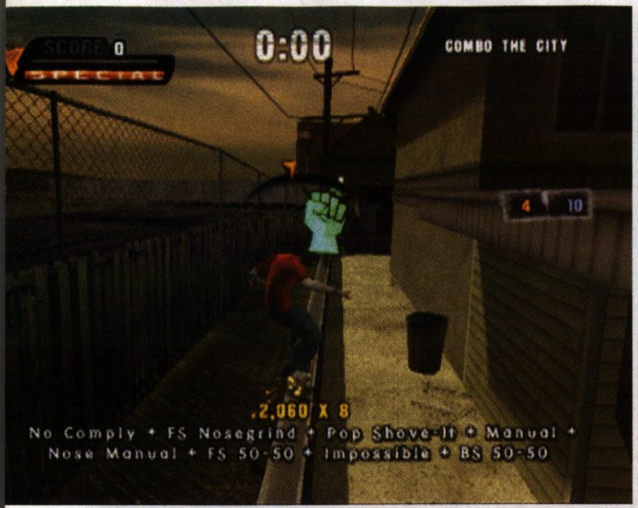


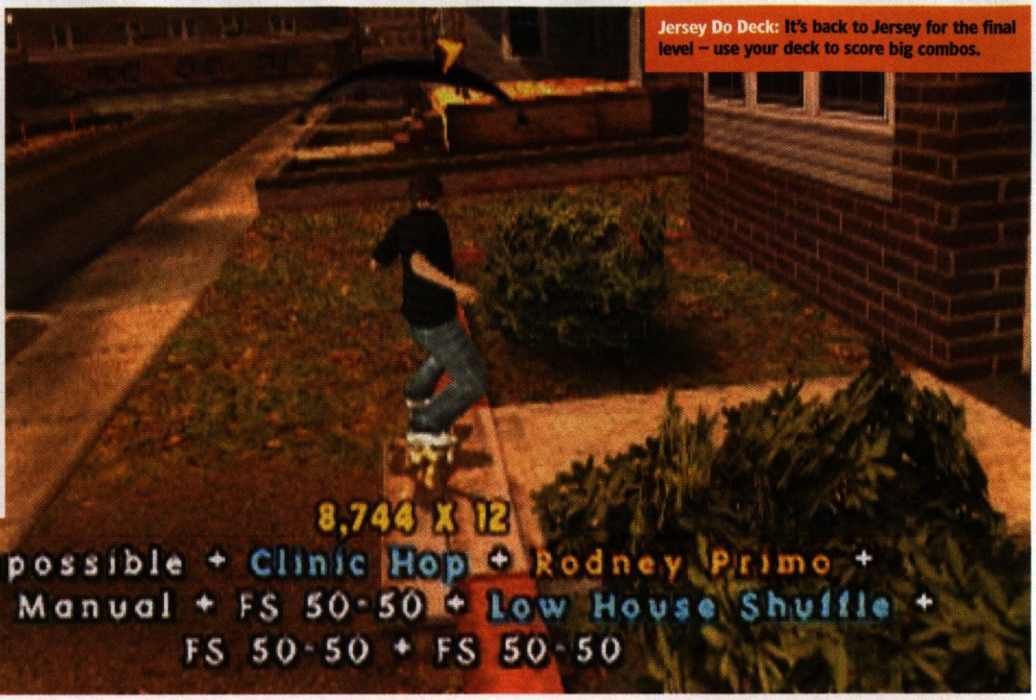
① BALANCE METER MASTERCLASS

Understand the Balance Meter and you control the game, if for no other reason than it enables near-limitless combos. Simple as that. Basically, balance is cumulative, so if you're tipping back on a manual roll before you enter a grind, you'll still be tipping back when you exit. Learn to anticipate the Balance Meter and provide frequent corrective D-pad taps, keeping the balance centered. Don't forget, manual roll balance operates up and down, grind balance left and right. It's an age-old phrase – and one, we'll admit, that can be infuriating – but practice genuinely will reap rewards. Stick at it, and you'll see a real difference.

② SPECIAL MOVES

Special moves take longer than normal moves – requiring unique D-pad taps – but score big points. Get comfortable with customising your special moves in the Edit Tricks roster in the Pause Menu. As a general rule, always equip at least two special grinds (make sure they're activated by ↑ then ↓, or ↓ then ↑, D-pad taps in conjunction with the normal grind button – so if you miss you'll land in a manual roll), a few aerial specials, one flatland move and one lip trick. Always assign grind specials to the grind button, flip specials to the flip button etc. to avoid confusion. Obvious, really.


SCORE 0
SPECIAL
0:00
COMBO THE CITY
4 10
2,060 X 8
No Comply + FS Nosegrind + Pop Shove-It + Manual +
Nose Manual + FS 50-50 + Impossible + BS 50-50


8,744 X 12
Impossible + Clinic Hop + Rodney Primo +
Nose Manual + FS 50-50 + Low House Shuffle +
FS 50-50 + FS 50-50

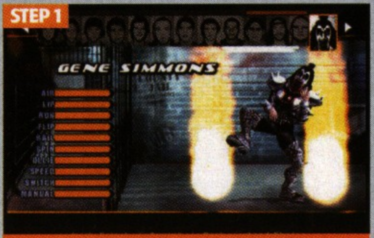
Jersey Do Deck: It's back to Jersey for the final level – use your deck to score big combos.

3700
0:51
HIT THE TRIC
TRAIN STA
750 X 4
ly + Spine Transfer + Impossible +

HIDDEN CHARACTERS

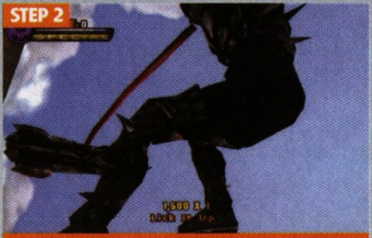
DO YOU LIKE YOUR METAL HEAVY OR LITERAL? NO, WAIT, WE'LL EXPLAIN. KISS FRONT MAN GENE SIMMONS AND MARVEL COMICS' IRON MAN ARE YOUR CHOICE OF SECRET CHARACTERS...

STEP 1



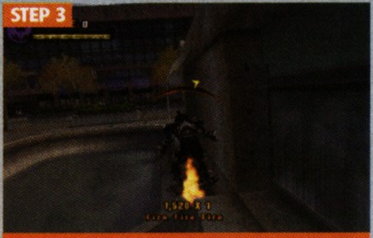
Gene, not heard: This is your reward for completing the Story Mode on Normal.

STEP 2



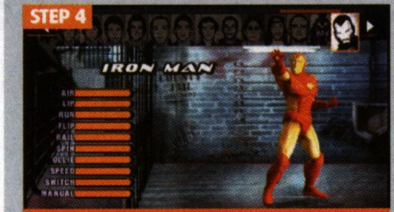
Lick of the bunch: Simmons' aerial special move uses his famously long tongue. Krazee.

STEP 3



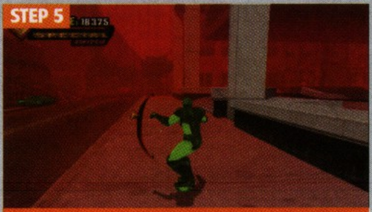
Fire and loathing: Gene's grind special is just as implausible, and – well – a bit rubbish.

STEP 4



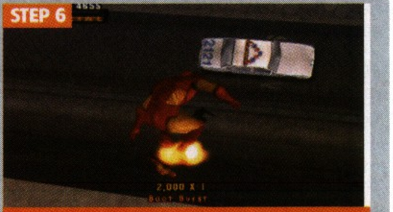
Iron storm: This is your reward for completing the Story Mode on Beginner.

STEP 5



Scan you dig it? Tony Stark's scanner mode turns the screen red. And. Not. Much. Else.

STEP 6



Burst for wear: The Boot Burst special is a handy aerial special move. But looks crap.

NEW JERSEY:
COMBO THE ENTIRE CITY

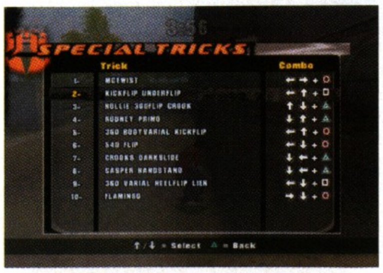
A huge lie. You only need to combo about half the city. With solid grind to manual ability, you should succeed. The only tricky bit is at the rear of the level where the rail curves around. Don't follow the natural grind line, but leap onto the ledge in front to curve around and appear before the flaming pipes.

BIG SCORE

You only need 200,000 points, which in the context of the 500,000 point tallys of *THPS3*, should be fairly easy. Look for the internal half pipe area in the dilapidated buildings to rack up easy ramp points.

PRO SKATER VIDEOS

No mistake, these are hard. The majority of objectives are fiddly combo lines where the only way to make sure is merciless practice. See Manhattan or Slamma Jamma for evil examples. Regardless of which pro skaters you choose, go for the Spine Transfer challenges as they're a test of basic skills that you should have nailed several times. The pro challenges are ranked in order of difficulty below, easiest objective first: Move down the list...



	Trick	Combo
1-	MCTWIST	← → + ○
2-	KICKFLIP UNDERFLIP	← ↑ + □
3-	NOLLIE 360FLIP CROOK	↑ ↓ + △
4-	RODNEY PRIMO	↓ ↑ + △
5-	360 BOOTVARIAL KICKFLIP	← ↑ + ○
6-	540 FLIP	← ↓ + ○
7-	CROOKS DARKSLIDE	↓ ← + △
8-	CASPER HANDSTAND	↓ ← + △
9-	360 VARIAL HEELFLIP LIEN	← ↓ + □
10-	FLAMINGO	→ ↓ + ○

↑/↓ = Select △ = Back

1) Jersey Spine Trickspot Challenge

2) San Diego Transfer Challenge

3) Vancouver Spine Transfer Challenge

4) Hawaii Huge Spine Challenge

5) Moscow's Lost Tapes

6) Slamma Jamma

7) Florida THPS Challenge

8) Big Apple Spot Challenge

NEW JERSEY
TEAR UP ERIC'S LINE

The last challenge of the game, and easily the hardest. You don't need to outscore Eric, but simply keep up with him by 'tagging' each of the green fists he leaves behind him. Treat the line as a combo, looking to flow off the terrain, but don't manual roll between obstacles and make things needlessly difficult. Eric will intermittently drop flames which need to be ollied. The hardest bit is after you've looped around the train station area and need to grind the airborne wires over the bridge. Keep your nerve, let grinds take their course and learn the position of the mid-air gaps. If you bail, you might as well start again, the time limit is so tight. There are no short cuts here, just frustrating repetition and split-second reflexes. Keep the faith, step away if your brain hots up and have a cup of tea or something – seriously, this helps your mind decode the frazzling intensity of data overflow – and you will persevere. Well done – you've finished *Tony Hawk's Underground*... Now try it on the Sick setting!

CALLING EVERY LAST T.H.U.G. PLAYER OUT THERE!

Fancy yourself as a bit of an expert? We want to see your T.H.U.G. scores! In fact, we're so keen to see what you're made of that we're offering a stack of games for the best performers. To see how you can prove your best scores, turn to Challenge Zone on page 120 and look at 'How to Record'... ■

WHATEVER
PlayStation 2
WRC 3
The only official game of the WRC FIA World Rally Championship
fun, anyone?
PlayStation 2

To be a world-class rally driver, you have to do whatever it takes. Sometimes, that means you do exactly what your navigator says. Other times, you just have to stab it and steer.

uk.playstation.com

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THE FACTS: MEDAL OF HONOR: RISING SUN ● PLAYERS **1-4** ● MEMORY CARD SPACE **116KB** ● DIFFICULTY **JAPANEASY (NOT REALLY!)** ● COMPLETION TIME **ONE WEEK**

FIRST AID

Here it is! Essential tips to save you an unpleasant visit to the field hospital before a shot's even been fired...

MEDAL OF HONOR: RISING SUN

Can you turn the tide of the yellow peril?

BEST PLAYED
You need to play this with a top quality surround sound system so you can fully appreciate the atmospherics.

01 MASTER AT ARMS

TURNING THE COURSE OF THE PACIFIC WAR IS YOUR AIM – HERE'S THE LOWDOWN ON THE WEAPONRY AT YOUR DISPOSAL.

BROWNING AUTOMATIC RIFLE

This packs quite a punch and is also very accurate. It is let down by the small size of its magazine. However, you only get to use this weapon at the end of the first level and you will more than likely head straight for the machine gun anyway. Shame.

THOMPSON SMG

Unleashing an impressive 700 rounds per minute, the Tommy Gun is our weapon of choice. The only problem you will have is its lack of accuracy. It is best used in short sharp bursts otherwise the recoil makes accurate shooting impossible.

M1911 PISTOL

It's quite a noisy weapon for its size so it's definitely not suitable for stealthy situations. It is devastatingly accurate in areas of low enemy density – especially if you aim for the head. It's also very useful for close contact skirmishes.

M1 GARAND

This semi-automatic rifle has a good range and great accuracy which make it ideal for picking off distant enemies and snipers. However, the downside is that it's very slow to reload and its small clip means that you have to take cover and reload a lot.

SPRINGFIELD '03 SNIPER RIFLE

This weapon has an awesome range and is as accurate as anything available today. Er, we'd imagine. However, it can only house one round in its chamber, reloading takes time and you will have to constantly break away from the action to put in a new magzine.

WELROD

This custom made silenced pistol is ideal for stealthy situations and is surprisingly accurate. However, it can only hold one bullet at a time and reloading takes so a long, long time. If you confront multiple enemies armed only with this you are done for.

STEN MKII SMG

This silenced SMG is our other weapon of choice. It is let down by a

BEAT THIS → CALL YOURSELF A MEDAL OF HONOR VETERAN DO YOU? SO YOU WERE ON THE BEACHES

1 TROUBLE AND STRAFE

A moving target is always much harder to hit, so always strafe left and right when running out in the open to avoid being caught in a machine gunner's crosshairs.

2 LOCK AND LOAD

Make sure you always reload behind cover away from enemy fire. Simply press ◎ to duck down behind and object and press R2 before storming out gun blazing away.

3 NOOK AND CRANNIES

Make sure you search the levels thoroughly for Ammo and medical supplies as there are always plenty to be found in out of the way locations.

4 TOUCH WOOD

Break open the plentiful wooden crates for yet more goodies. Don't waste your Ammo though, press R3 to smash them open. For the smaller ones, press ◎ to crouch before hitting them.

5 HEAD CASE

Your melee attack is also very useful for taking out enemies who get up close and personal. No matter how hard you try you will run out of Ammo in a firefight – here your melee attack is invaluable.

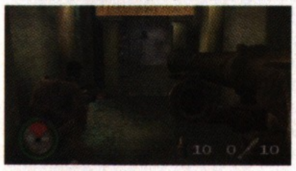
6 POP HEADS

As with all FPSs, you don't generally want to scatter your bullets all over the place. Your best bet is to pick an accurate weapon and go for headshots.

small magazine but it is very accurate for an automatic and is fast to reload. You can cut your way through a squad of Japanese with ease with this baby in your hands.

SHOTGUN

This pump action number can hold eight cartridges and is ideally suited to close quarter jungle combat. At longer ranges it is about as useful as a feather duster. Still, in the jungles of Thailand and Burma this baby is your best friend.



M9 BAZOOKA

With a range of 90 metres and more, this weapon is devilishly efficient at taking out large groups of enemies from a distance. It's also great for neutralising guard towers and the like. However, you only pick it up during the Burma mission and it's under use in the game is a real shame.

T-11 LMG

This Japanese LMG is not the prettiest piece of kit you will get your hands on but it certainly packs a very hefty punch. It has a strong kick on it so only use it in short, sharp bursts. Otherwise you'll be firing almost up into the air. This gun's large magazine make it ideal for dealing with large groups of enemies in close quarter encounters.

T-99 LMG

This is very powerful and has a good range. You only get to use it on the last level and, to be honest, you will probably prefer to use the Sten Gun instead. A useful back, however.

GRENADES

An essential weapon more than ever. Thankfully, you no longer have to cycle through your inventory to select them. Simply press L2 to drop a Grenade and hold p to throw one.

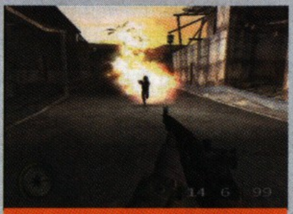
HOT SHOTS

White hot blasts of wisdom for mastery of the game...

SHOCK AND AWE

Become a legend with these battle hardened tips!

Boombastic: Somewhere in that explosion is a dead Japanese.



Out of the ashes: The explosion didn't stop him so shoot him.

BARREL OF LAUGHS

The Japanese soldiers in Rising Sun really aren't the brightest of sparks. Rather than take cover behind rocks or trees they more often than not chose to stand near explosive barrels. Rather than trying to get a headshot you can simply shoot the barrels and watch as the explosion sends them flying.

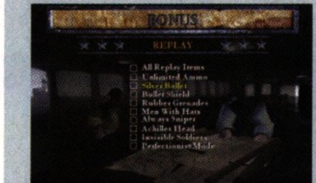
BONUS OBJECTIVES AND UNLOCKABLES

Rising Sun is crammed full of bonus objectives which, when completed, unlocks all kind of secrets and bonuses. You will notice that we haven't included any of these in our walkthrough. Not because we haven't found them but because this is such a large and engrossing game there simply isn't space. Tune in next month and we will have a special feature revealing every single secret and unlocckable! To keep you going until then we've got some cheats...

CHEATS

Go to the Options Menu and select 'Passwords' and enter the follwing.

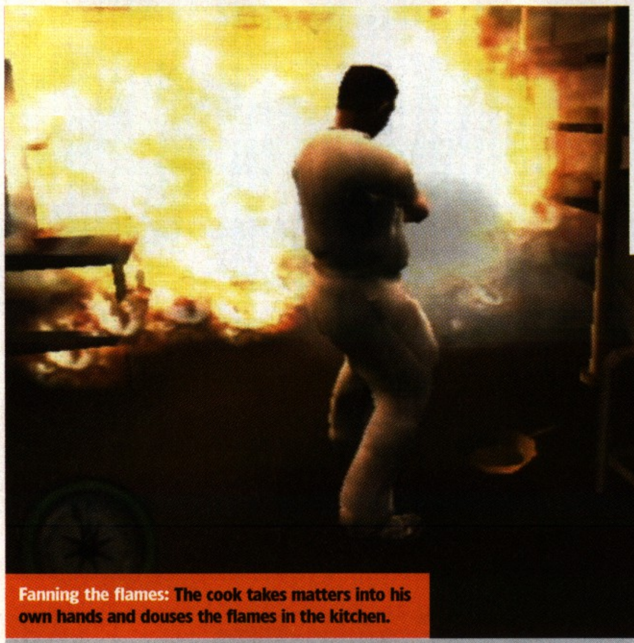
Achilles head mode
MANDARIN
Always sniper mode
PUFFER
Bullet shield mode
TANG
Perfectionist mode
HOGFISH
Rubber grenades mode
DAMSEL
All replay items
GARIBALDI
Big arm mode
SPINEFOOT
Hat mode
SEAHORSE
Silver bullet mode
TILEFISH
Unlimited ammo
GOBY
Unlock all missions
BUTTERFLY



Cheat list: Here they all are. Switch them on and off here.

Two-armed bandits: Big arm mode does exactly what it says...

IN NORMANDY WERE YOU? PROVE IT BY GETTING EVERY SINGLE MEDAL IN THE PACIFIC! ■



Fanning the flames: The cook takes matters into his own hands and douses the flames in the kitchen.

Turkey shoot: These dive bombers are the easiest target you'll have to deal with in Pearl Harbor.

THE WALKTHROUGH

Every level cracked, every enemy slaughtered... Complete gunishment!

DAY OF INFAMY

GET TOPSIDE

When the dreaming of your sweetheart is rudely interrupted by those inconsiderate Japanese, quickly head through the door right in front of you once the boat stops rocking. Turn right and run down the corridor. A sailor will get electrocuted in front of you so head left into the showers through the doorway. Go right into the toilets and go through the door on your right. Head left and go up the stairs. Go down the corridor, jumping the cable with △ and ducking below the pipe with □. Take the door on the left and go up the stairs. Go through the door and head left.

EXTINGUISH FIRE

An explosion will rock the boat causing fires to start in front of you. Grab the Fire Extinguisher on your left and press and hold R1 to use it on the flames in front of you. Now face the flames in the corridor and extinguish them the same way and then tackle the fire engulfing the doorway. When the flames in the kitchen are doused by the cook (who takes your Fire Extinguisher) run through into the canteen and go through the door on the right-hand side. Turn left and go up the stairs onto the deck for an awesome opener... You will be handed a Browning Automatic Rifle but there's a gun turret up the stairs to your left. Man it by walking up to it and pressing ✕. Shoot down as many enemy planes as you can. They come in really fast so keep on your toes. Keep an eye on the horizon for Zeros and look up high for dive bombers. Shoot the torpedoes in the water too. Eventually you'll be thrown overboard.

PEARL HARBOR

DEFEND BATTLESHIP ROW

There seems little point us telling you the exact location of every single Japanese plane – the sky is simply teeming with them. You have no control over the movements of the boat so simply blast away (you have unlimited Ammo) and take down as many aircraft as you can.

ESCORT USS NEVADA

It's much the same again except that this time there are lots of dive bombers to deal with. If you let too many of them get through the Nevada will sink and you'll fail the mission. Blast as many enemy planes as you can and you should make it through.

FALL OF THE PHILIPPINES

FIND BROTHER

Immediately gun down the Zeros that fly over the bridge. Now run down to the end of the bridge where you will find Donnie, your brother. He will tell you what to do next.

REPAIR TANK
FIND LOST EXPLOSIVES TRUCK

After you have spoken to Donnie you need to clear the area immediately in front of you of enemies. Take out all the Japanese in the open with your Thompson and then switch to your Rifle to take out the two Japanese who appear on the balcony to the left. Now head into the area on the right, just before the damaged tank. Go into the room on the left and shoot the soldier who comes running out from behind some boxes. When he is down, head behind the boxes and pick up the Tank Cogwheel. Quickly snipe the enemy in the room opposite and head back to your brother. To the right of his position is a metal fence where there is a much needed Medical Kit and some Ammo. There are more pick-ups in the walled area below the balcony if you need them.

Now go up to the tank, shoot the soldier in the window opposite, and press △ to repair it. The tank crew will drive through the barbed wire barricade and a soldier will appear in a doorway on the right. Shoot him. Move forwards and clear out all the enemies in the pillared alcove on the right. Now rejoin the tank and take out the soldier carrying anti-tank explosives who comes running around the corner. There is a Field Surgeon Pack by a lamppost on the right if you need it. Peer around the corner, taking care not to get too close to the explosive barrel and take out the soldier up high.

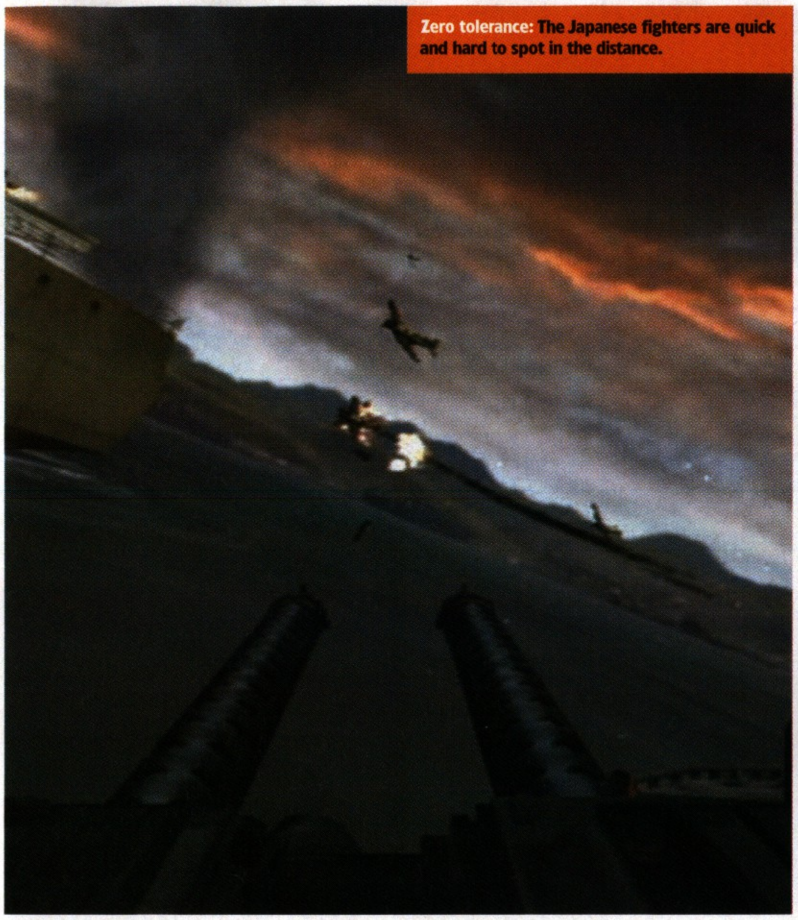
STORM THE SQUARE

Follow the tank around the corner and down the road. Take out all of the explosive-bearers as soon as you can, using your Rifle to pick them off. Follow the tank into the square (there is a Medical Kit in the last doorway on the left before you get there) and look to your left for some Ammo. Follow the tank around the next corner and kill the Japanese in the ruined building on your right. As you reach the next corner, cut around the back of the grey wall to your right and take out the sentry with a bullet to the back of his head. Now carry on around the corner and clear out the series of buildings to your left. Take the first doorway, kill the Japanese and then into the next building to the left. Grab the supplies and head through the door. Move slowly around the corner and snipe the soldiers up ahead on the balconies. Now head right and clear the two remaining small buildings. Run up the stairs by the balcony and grab the Grenades and Field Surgeon Pack. Head back to the tank which is stopped at a blockade of rubble and you will get an additional objective.

ADDED OBJECTIVE: DISABLE RADIO COMMAND POST

There's a Japanese spotter somewhere calling down air strikes – you have to go and take him out. Retrace your steps and take out the Japanese who have respawned in the four small buildings. Now take out the two soldiers on the veranda and a plane will fly in low and drop a bomb which blows a previously locked door open. A Japanese tank rumbles into view – run into the open doorway as fast as you can before it blows you away. Grab the Field Surgeon Pack and then go behind the stairs for a SAVE POINT.

Now go up the stairs and across the wooden gangway. Head left and shoot the sniper on the roof of the building opposite. Turn around and walk to the end. Stop at the top of the wooden plank which leads down and shoot the two soldiers manning the machine gun. Go down the plank, man the machine gun and mow down all the enemies that appear. Now head down the road to the right and shoot the soldier in the room with the open shutters. Head left around the corner, grabbing all the supplies and shoot the two Japanese in front of you and the two on the balconies high up to the left. Now turn left and go down into the sewer by the big wooden gate. Follow it around until you re-emerge on the baseball field. **SEE CLEARING THE BASEBALL**



Zero tolerance: The Japanese fighters are quick and hard to spot in the distance.

Sand bag: A Grenade over that barricade does the job of dealing with these pesky blighters.

BOX TO THE RIGHT. Shoot the two soldiers who appear directly in front of you and then clear out the other enemies lurking around the stacks of boxes.

CLEAR THE STANDS

Head up the stand on the right-hand side – the Radio Command Post is in the gantry. Shoot the operator and you've completed that objective. Snipe the machine gunner in the gantry to the right. Now head up into the next gantry and man the machine gun. Mow down all the Japanese who charge across the field and take out any who stay out of your line of fire with your Rifle. Run down the steps and go right. Behind the container are three soldiers so chuck a Grenade around the corner and mop up any survivors once it has exploded. Grab all the supplies including a much needed Medical Kit.

Go down the steps and follow the sewer, turning right down the circular passageway until you appear in a building. Shoot the soldier by the entrance and the sniper high up to the left as you emerge. Go through the hole in the wall. Shoot the Japanese in front of you and then take out the soldier hiding around the corner to the right as you head towards the open doorway. Go through the archway and take the door immediately on the left. Go up the stairs and shoot the soldier who charges at you. Head right, through the doorway and up the stairs. Man the machine gun and concentrate on taking out the enemy tank first before mowing down the infantrymen, and those down to your right. Now head back down the way you came and the previously locked gate will now be open. Shoot the two enemies and grab the supplies. You are now in the square that you couldn't get to earlier. Grab as many Medicinal Canteens as you need and then run over to the church where you'll find the Lost Explosives Truck.

ADDED OBJECTIVE: SIGNAL DEMOLITION SOLDIERS

Can you think of anything around here that makes a loud noise? Yup – the church bell! Head into the church and head right. Next to the altar is a sorely needed SAVE POINT. Now run up the stairs to the bell tower. Walk all the way around the circular platform and then press ⊗ when instructed to ring the bell.

ADDED OBJECTIVE: DELIVER EXPLOSIVES TRUCK

Run down the stairs and go out to the Explosives Truck. Grab all the supplies and then jump in the back of the truck. Equip your Thompson and shoot as many enemies as you can. Donnie's tank gets overrun with Japanese and there is nothing you can do about it – the truck just zooms off. Keep trying to kill as many of the enemies you pass as you can and, before long, a Japanese tank will give chase. Repeatedly lob Grenades at it and shoot the exploding barrels when it passes by them, until it is destroyed.

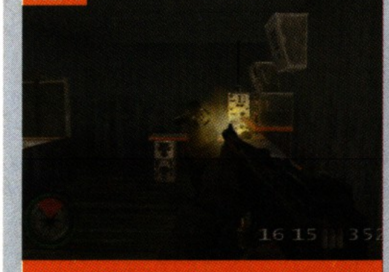
You will automatically pick up some Field Surgeon Packs along the way. Shoot the soldiers who run alongside you and those standing by explosive barrels will be taken out by the explosion. When you make it to the bridge it's job done... Except that your beloved brother is missing in action.

MIDNIGHT RAID ON GUADALCANAL

CLEARING THE BASEBALL FIELD

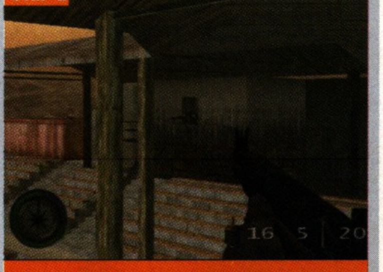
LISTEN UP AND YOU'LL BE HITTING THOSE JAPANESE FOR A HOME RUN AS WE COVER ALL FOUR BASES...

STEP 1



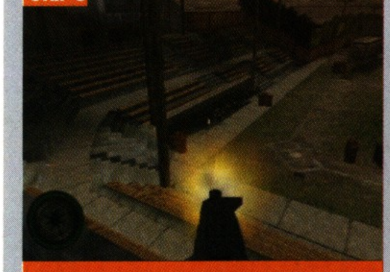
Bullets killed the radio operator: Shoot him and you've completed the added objective.

STEP 2



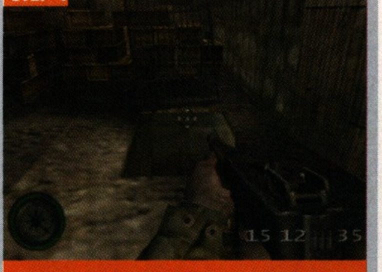
Garand-teed success: From the radio hut, snipe the machine gunner across the way.

STEP 3

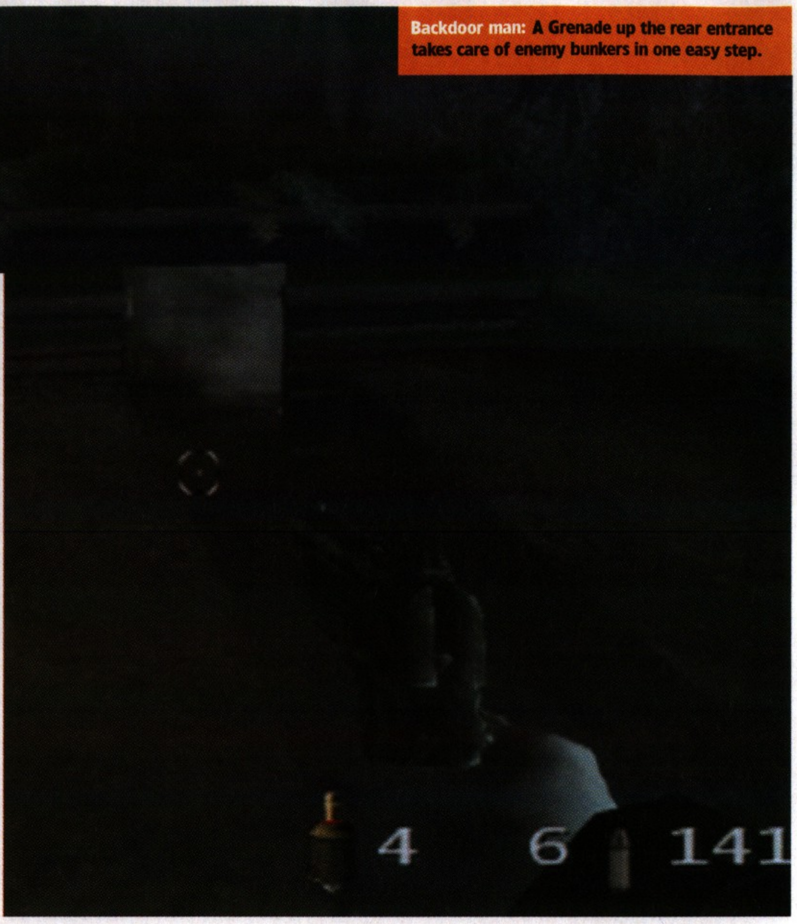


Clearing the dugout: Mow down all the Japanese who take cover here.

STEP 4

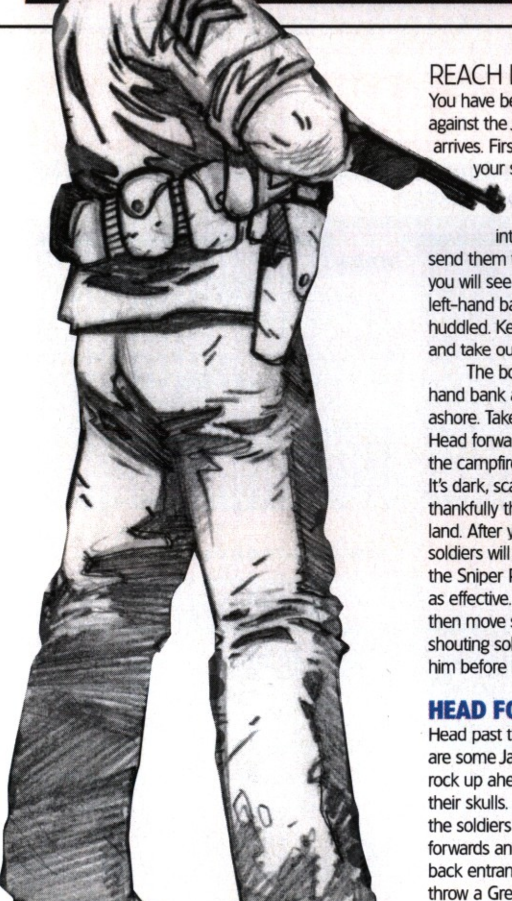


Sewer rat: After you kill the soldier behind the container this is your escape route.



Backdoor man: A Grenade up the rear entrance takes care of enemy bunkers in one easy step.

Sayonara: You have a machine gun. He has a sword. There's only ever going to be one winner.



REACH LANDING AREA

You have been sent to lead a pre-emptive strike against the Japanese before the main invasion force arrives. First up is making it to the landing area in your small motor boat. Sit tight and keep an eye out for Japanese. The first ones come storming off the right-hand bank into the water. Use your Sniper Rifle to send them to a watery grave. Shortly afterwards you will see a plume of smoke coming from the left-hand bank. This is where a few enemies are huddled. Keep your sniper sight fixed on this area and take out any Japanese as soon as you see 'em.

The boat will now briefly stop by at the right-hand bank and you will be given the option to go ashore. Take it – if only to improve your night vision. Head forwards and grab the Grenades to the left of the campfire. Now move forwards into the jungle. It's dark, scary and crawling with Japanese, but thankfully there aren't any wild beasts here on the land. After you take a slight kink to the right two soldiers will pop up. We chose to snipe them with the Sniper Rifle zoomed out but your Pistol is just as effective. Make your way through the rocks and then move slowly down the slope. A crazed Banzai-shouting soldier charges out of the bushes. Shoot him before he can stick you with his Bayonet.

HEAD FOR THE BUNKER

Head past the big tree and then take cover. There are some Japanese sharpshooters lurking by that rock up ahead. Zoom in your Sniper Rifle and pop their skulls. Move to the rock and then repeat for the soldiers occupying the next rock. Move forwards and take out the soldiers guarding the back entrance to the bunker. Move forwards and throw a Grenade into the doorway at the back of the bunker. Go into the bunker once the smoke's cleared and grab all the supplies including a much needed Medical Kit. Now get back into the boat and rejoin your squad. Be careful to watch out for hungry crocodiles along the way.

REACH OUTPOST

CHECKPOINT. Once you have disembarked, head left down the shore, following the other Marines. Creep around the left-hand side of the rock and snipe the gunner in the bunker. Keep moving around to the left and equip your Pistol to stop the two charging soldiers in their tracks. Go around the left-hand side of the mound and collect the Medicinal Canteen. Go into the empty bunker and grab the supplies. Man the machine gun and neutralise any remaining foes. Now head out of the bunker and shoot the Japanese. Head into the partially concealed tunnel entrance opposite the bunker and shoot the soldier. Turn left at the bottom of the slope for a SAVE POINT.

Now carry on through the tunnel and pause at the top. There are two routes you can take here which both lead to the same point. We prefer to go straight ahead because there are some pick-ups along the way. Throw a Grenade into the murk ahead of you and then move forwards towards the campfire. Kill the three soldiers there but don't be tempted to rush in and grab those pick-ups just yet. There's a sniper high up on a log in the distance. Scope him out (he's on the right) and take him down. Grab the supplies and move forward carefully into the glade. It's quiet but it won't be for very long...

TAKE THE TRUCK

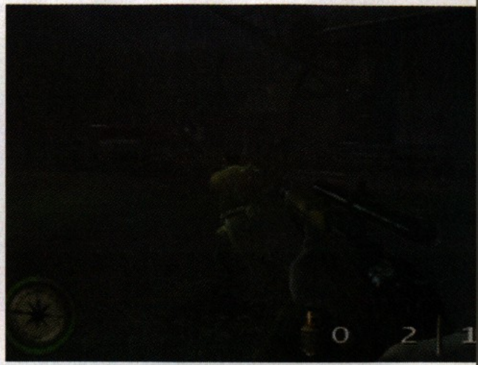
Edge along the left-hand side. A Japanese will spring up from a concealed foxhole on the right-hand side just beyond the rocks. When he's been silenced, strafe out to the right, facing left and take down the next soldier lurking behind a tree. Grab the Medicinal Canteens that both soldiers drop and then move forwards. You'll see a truck up ahead – be careful – the area is teeming with Japanese. Move slowly down the right-hand side and take down any soldiers that charge at you. An officer will try to hack you to pieces with his sword – stop him before he gets close. There's a machine gunner on the back of the lorry. Move down the side and shoot him through a gap in the wooden slats. Climb up onto the truck and man the machine gun. Shoot all the cannon fodder who storm out of the darkness. Get off the truck and prepare for an attack from the rear. Take down all the enemy soldiers before they have a chance to stick you and then regroup and take a few deep breaths.

There is a soldier hiding in a foxhole on the slope up ahead. Edge forward slowly and shoot him in the face as soon as he appears. Move down the slope and clear the foxhole at the bottom on the right and shoot the soldier standing to your left. Follow the path around to the right and look out for an alcove on the left which contains a SAVE POINT. Move slowly forward, equipping your Sniper Rifle. Take down the soldier walking down the slope on your right-hand side. Hold your ground and terminate the soldiers who appear out of the murk. Now snipe the lookouts in the two towers. They aren't very attentive so don't worry too much aboyut them spotting you. Go up the slope where the Japanese was and grab the supplies at the top. Move into the open area and it's objective complete.

DESTROY AMMO DEPOT

On the right-hand side is a pathway with a rock by its entrance. We advise you to ignore this route since it only leads you to the location to your left for no discernible point (for now). So head left towards the big crane but be wary because the area ahead is teeming with malevolent Japanese. From a position just before the crane snipe all the enemies who come running into view. When it's all quiet go into the small hut and grab the Grenades.

Lone wolf: After leaving your buddies in the boat you need to clear out a stretch of jungle.



Now move over to the larger hut, equip your Pistol and take out the officer before he can slice and dice you. Grab the Field Surgeon Pack. Now head out of the hut and shoot the soldiers who have appeared. Run around the hut and go through the gap in the fence. At the fork take the left-hand path past the lamp.

Go right around the corner and look out for an alcove on the left where you will find a SAVE POINT. Now carry on down the path but take care at the next left-hand turn – there's a foxhole just around it. Soldiers in foxholes always seem to drop a Medicinal Canteen so bear this in mind. Move forwards towards the area with a large rock at the centre. Shoot the soldier in the foxhole and the one who fires at you from the right. Move around to the left of the rock and shoot the guy in the foxhole.

STORM THE BUNKER

Keep going forwards and you'll see an open area with a bunker on the other side. Shoot the two soldiers in foxholes and then shoot the soldiers who attack from your rear. Go around to the right, sticking to the far brush line. Ignore any enemies who fire at you and take the pathway on the right. Shoot the two enemies by the rock and keep on moving. Ignore the tunnel on your right-hand side and take out the two soldiers in front of you. Throw a Grenade into the back doorway of the bunker and wait for it to go off. Now go inside and grab the supplies.

Man the machine gun and take down all the suicidal soldiers. Exit the bunker and shoot the soldier lurking behind the rock to your left. Go down into the tunnel and follow it around. Go out the other end and look out for a SAVE POINT on your left. Go down the side of the wooden building and then shoot the soldiers on either side of the truck. Now turn around and edge out forwards and right. Snipe the lookout on the guard tower and then use your Pistol to take down the two soldiers who come running. Cross the open area to the building with a truck parked out front. Kill the guard by the generator by shooting the barrels and then kill the other guard lurking behind it.

CLEAR THE HUT

Carry on to the right and go past the fence down the pathway. Use your Pistol to eliminate the soldiers who come running from behind the boxes and then go into the wooden building. Kill the two soldiers in the dining room and then shoot the oblivious soldier at the top of the stairs. Walk down the right-hand side of the dining room and go around the corner, shooting the soldier there in the back. Chuck a Grenade into the right-hand doorway and once it has blown apart the soldier inside, go in and grab the Field Surgeon Pack. Go through the next doorway and grab the supplies before heading up the stairs. At the top, go around to the left and shoot the soldier with his back to you. Grab the supplies and head through into the next room.

Shoot the soldier there and carry on through. Shoot the soldier around the corner. Go through into the officer's quarters and kill him. Now snipe the soldiers from the window before heading into the main room again. Go into the room on the left and grab the supplies before chucking a Grenade down the stairs there. Go down and through the radio room and out onto the veranda.

Shoot the two soldiers outside and then head around the side of the building to where the Ammo Depot is. Snipe all of the soldiers who charge at you. Now run past the tank and grab the Field Surgeon Pack. Now run to the far side of the Depot and man the AA Gun. Use it to shoot and destroy the Ammo Depot. **SEE SECURING THE AMMO DEPOT BOX JUST TO THE RIGHT HERE.**

SECURING THE AMMO DEPOT

YOU'RE SO CLOSE AND YET SO FAR. HERE WE SHOW YOU HOW TO MAKE IT THROUGH THE FIRST PART OF THE GRAND FINALE...

STEP 1

Gunishment incarnate: Look at that beauty. Those curves... and hulking great barrells!

STEP 2

There she blows: Use the AA gun to cause one mighty big explosion.

STEP 3

Line of fire: It's hard to aim with this gun – watch where your rounds strike and adjust.

STEP 4

Tanking around: A tank rolls into view but a few rounds are all it needs to make it burn.

Last man standing: His mates fall flat on their faces but Harrison is well up for taking out those guns.

Bladeproof: You could stand here all day watching Harrison get stabbed and he wouldn't die. Great...

SECURE DEPOT

Simply use the AA Gun to destroy the tank that rumbles into view and all the soldiers who foolishly charge at you. To finish the level you need to secure the Airfield (even though it isn't listed as an objective). Go through the gate to the left of the AA Gun and look out for an alcove containing a SAVE POINT on your right-hand side. Shoot any soldiers who dare to confront you before dropping down into the trench and manning the machine gun. The last remaining Japanese will launch a massive assault on your position. Cut them all down and you've finished the level.

PISTOL PETE SHOWDOWN

LOCATE LOST ALLIED PATROL
FIND AND DESTROY PISTOL PETE ARTILLERY

Move into the first clearing and drop all of the Japanese you see. If you take hits pick up the Medicinal Canteens and then move to the end of the clearing and follow it round to the right. Shoot the sharpshooter behind the rock and move forwards. There's another soldier on the left-hand side and a Medical Kit by the tree on the left. Storm the mound up ahead and kill the three Japanese before grabbing the Medical Kit behind a rock on the right-hand side. Follow the path around 180 and go beneath the overhanging log. Follow the path around to the right (taking care of the Japanese up ahead first of all) but beware because there is a machine gun emplacement around the corner. Throw a Grenade to neutralise it. Man it yourself and take down all the enemies hassling your allies. Go up to the friendlies and Clemens will lead you forwards – follow him.

Go through the grassy door he opens for you, grab the supplies and use the SAVE POINT. Now follow your guide up the slope to a position above the camp where the Lost Allied Patrol is being held captive. There's nothing for it but to storm the place. Snipe as many Japanese as you can from distance with your Rifle and then storm in using your Pistol to finish them off from close range. Pay particular attention to those lurking in hut doorways. When the area is clear walk up to the prisoners and press ⊗ to free them. Two of them are on the verge of death but Harrison, the only one still standing, needs escorting to Pistol Pete. Search the enemy huts for supplies.

ADDED OBJECTIVES: ESCORT HARRISON TO PISTOL PETE
RENDEZVOUS WITH MARTIN CLEMENS

An enemy shell will blow a hole in the fence behind the main hut. Go through it and advance up the hill. Take out all the Japanese who attack and go right at the top of the hill and along the short path. CHECKPOINT. You are now at the bottom of a grassy hill and at the top is an enemy howitzer. **SEE STORMING THE HOWITZER BOX OPPOSITE**. Charge up the hill, keeping to the left and ignoring any enemies. When you get to the top, use a rock as cover and throw a couple of Grenades to neutralise the enemies manning the gun position. When the coast is clear grab the Medical Kit and man the gun, using it to kill all the enemies who charge up the hill and the tank. When all is clear, grab all the Medicinal Canteens and head down the left-hand side of the hill.

Around the corner is a machine gun emplacement. Grab some cover and snipe the soldier manning it. Move forwards and snipe the two soldiers manning the machine gun emplacement across the river. Run across the bridge, man the machine gun and mow down the Japanese who attack. Now move forwards and take the path on the right-hand side for a SAVE POINT. Now move forwards up the slope. Shoot the soldier in the foxhole and the two firing at you from behind a log. Follow the path around to the left and snipe the two soldiers at the top of the slope. Move up the hill and kill the Japanese in the foxholes. Go to the high ground and shoot the two soldiers high up in front of you. Move towards their position and kill all the enemies you come across.

GETTING TO THE CAVES

Around the corner are two soldiers in foxholes who you need to deal with. Move forwards and shoot the soldiers across the river. Here you'll meet Martin Clemens and he'll give you a Thompson SMG. Go across the log by the waterfall and shoot the two soldiers there before grabbing all the supplies. Move forwards but be ready to retreat because a squad of Japanese charges you. Grab some cover and pick them off as well as the soldier in the foxhole. When the coast is clear follow the path up. At the fork go right to pick up Thompson Ammo.

Now take the left-hand fork and follow the path up to the caves. Go around the boxes and shoot the two Japanese you encounter at the bottom of the slope. Go up the slope and shoot the two soldiers on the way. At the top is the first Artillery Gun. Shoot the soldiers guarding it and then Harrison will set a charge. Move behind the plunger and press ⊗ to destroy the gun and blow the door off its hinges. Shoot all the Japanese who come through the doorway and then go through after grabbing the Medical Kit.

DESTROYING THE GUNS

Run along the gangway and shoot the soldier at the end. Go down the winding path and Grenade the two soldiers at the bottom. Go into the next room and kill the soldier there. Go through the door and out onto the ledge. Shoot the three soldiers across the gorge. Now go across the bridge, grab the supplies and go up the stairs. Go around to the right and snipe the machine gunner with your Rifle. Run up to the bunker and throw a Grenade in. The door at the side won't blow off until Harrison uses a demolition charge. You'll just have to wait for him to pluck up the courage before you can move into the bunker.

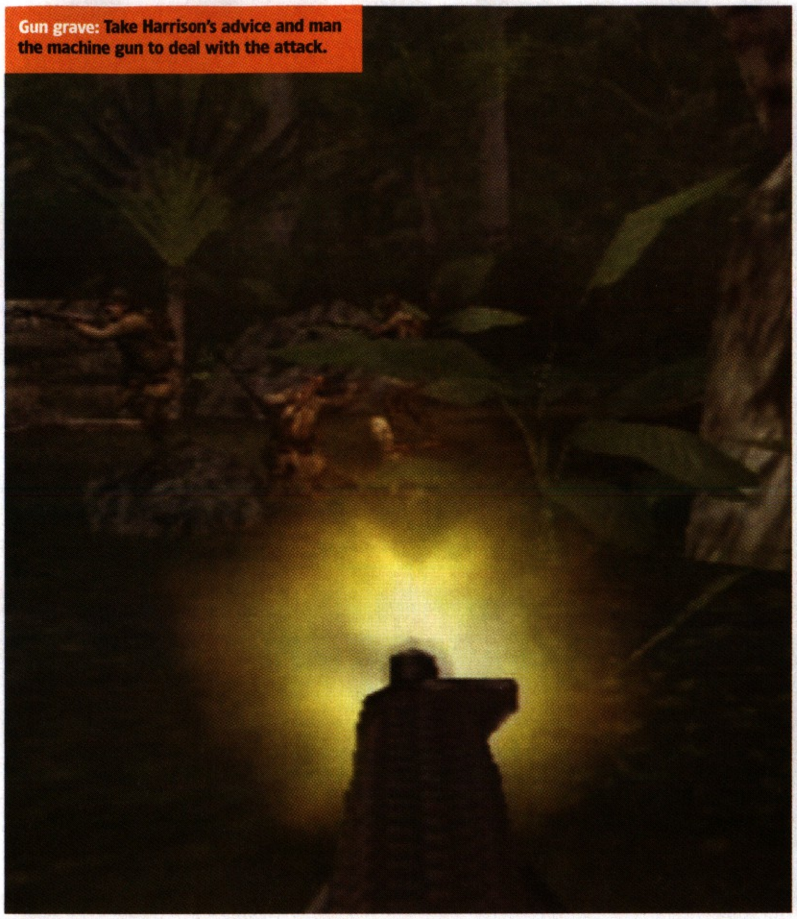
USE HARRISON

Toss a couple of Grenades into the next room to clear out the gun crew. If there are still some Japanese left standing, pop their skulls with your Rifle or Thompson. Harrison will blow the gun with a demolition charge. Shoot the soldiers who pour in through the door and go through after you've thrown a couple of Grenades through the doorway. Take out the three Japanese in the cavern and move forwards. Snipe the enemies up ahead and keep going forward until the cavern kinks to the right. Shoot the enemies up high and then follow the path upwards.

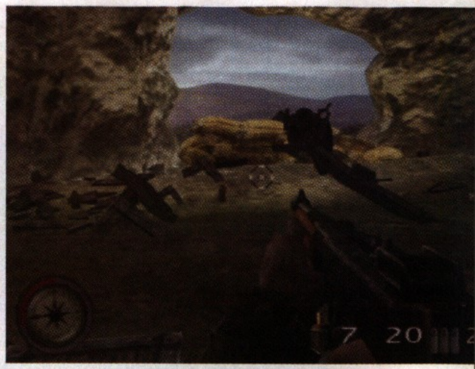
Cross the gangway and take out the gun crew and any soldiers who fire at you from below. Harrison will blow the gun. Kill the two soldiers who come through the door and then go through it. Run to the left and head for the bridge. Shoot all of the soldiers who pour out of the doorway and then cross the bridge before Harrison blows it.

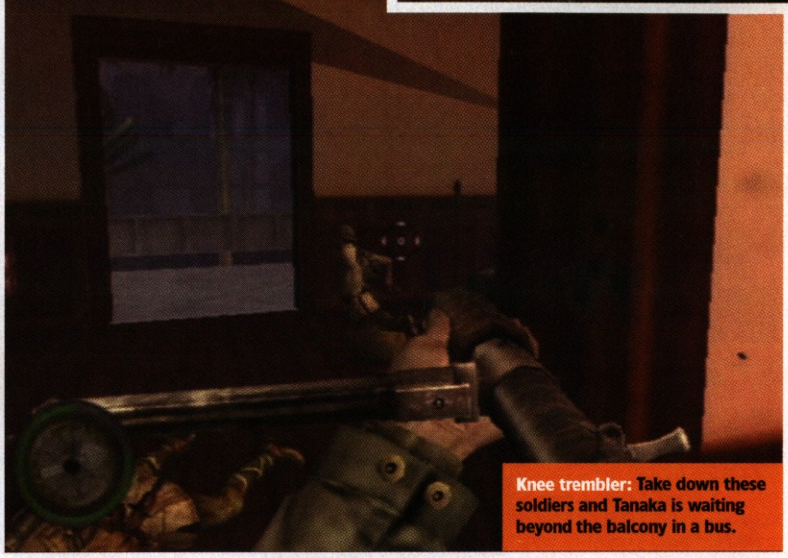
SINGAPORE SLING

RENDEZVOUS WITH TANAKA



Gun grave: Take Harrison's advice and man the machine gun to deal with the attack.





Knee trembler: Take down these soldiers and Tanaka is waiting beyond the balcony in a bus.

You have a new weapon to play with – the Welrod. Wait for the patrolling guard to walk away to the right before putting a bullet into the soldier in front of you. Now headshot the guard and move forward onto the jetty. Head around to the right and wait for the next guard to walk in front of you. Headshot him and then pick off the guard standing to the right. Now move onto the jetty with all the crates on it. To the left beyond the barrels is a guard standing in a lookout post. Cap him and then move to the right and take out the soldier on the boat. There are some revitalising Noodles on the deck if you need them. Go back onto the jetty and cross the gangplank to pick up some Pistol Ammo.

DOWN THE GANGPLANK

Head back down the gangplank and turn right. Shoot the patrolling guard. Edge forwards but beware because there are several Japanese beyond that truck. Edge to the right and shoot the soldier standing behind the left-hand truck. Pick off the other two guards and move around to the left to take care of the officer who appears from being the other truck. If you take any hits there is a Medical Kit behind the crane on the right-hand side. Now go through the gate and turn left to meet Tanaka.

REACH THE HOTEL

After the rickshaw is taken out by a speeding car you have to make it to the hotel on foot. Walk past Tanaka and carry straight on. A soldier will burst out of a door on your left-hand side and start firing at you. Your cover is blown. Take him out and the two soldiers who attack. Tanaka splits so head through the door and use the SAVE POINT. Go through the door on the right, crouch and drop into the drainage trench. Shoot the soldier standing on the wooden plank over the trench and the sniper up on the rooftop in the distance. Move all the way down to the end of the trench and go up the ramp. Stand up and shoot the two soldiers on the road.

Go around the corner and headshot the soldier leaning around the wall on the right-hand side. Go into the noodle shop and shoot the guy under the pagoda. Head through the door and shoot the two soldiers down the alley to the left. Go down the alley, grab all the supplies and then go through the door and up the stairs. Kill the two soldiers in the room at the top and carry on over the gangway into the next building. Kill the soldier and then the two officers in the small lit room. Carry on through the room and grab the Medical Kit. Shoot the soldiers on the lower levels and then go down the stairs and grab more supplies.

FINDING BROMLEY

Go through the door in the far corner. Beware – there are several Japanese down the alley to the right. Edge out and take them down with headshots with your Welrod. Ignore the opening on the right – turn left instead. Take the next left and run towards the closed door. Bromley will open it – run in and follow him. After he finishes talking to you don't follow him down the stairs. Use your Welrod to snipe the enemies down below. When they are all dead run down the steps and follow Bromley up the flights of stairs.

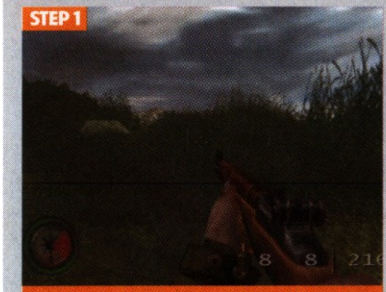
ADDED OBJECTIVE: AMBUSH KANDLER'S CAR

Bromley gives you some Caltrops to ambush the German Officer's car with. When instructed, press ⊗ to throw the spikey devices and watch the staff car crash into a wall. Walk up to the smoking wreck and press ⊗ to steal the German uniform. Now go up the stairs and use the SAVE POINT. Carry on up the stairs. At the top, shoot the soldier on the right-hand side in the distance. Now move forwards and take down the soldiers who come charging down the sides of the glasshouses. Go into a crouch and

STORMING THE HOWITZER

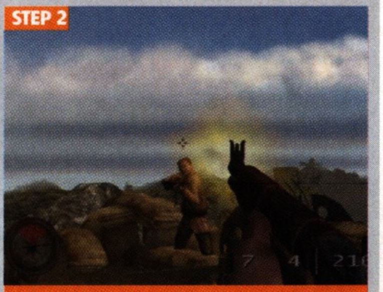
THIS HILL REMINDED US OF *THE THIN RED LINE*. DON'T GO THE WAY OF MANY OF THE FILM'S CAST – MAKE IT OUT ALIVE.

STEP 1



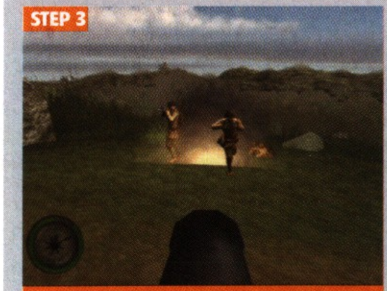
Left-hand pincer: Leg it up the hill, ignoring everyone until you get to the top.

STEP 2



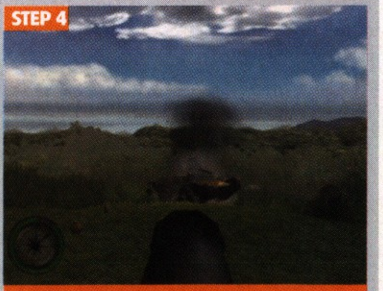
Rifling through: Take care of the soldier manning the howitzer.

STEP 3



Shell bursts: The shrapnel from your shells is more than enough to tear them to shreds.

STEP 4



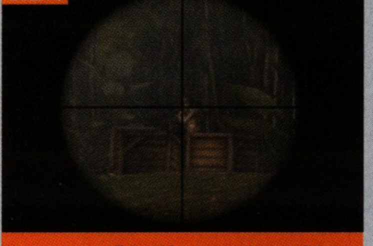
Tanks a lot: This tank doesn't even get a chance to train its gun on you.

Bazook at that: Japanese soldier up there. You need to be quick – there are many soldiers on the attack.

SILENCING THE MACHINE GUNS

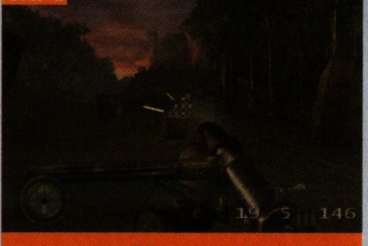
WALK INTO THIS AREA FOR THE FIRST TIME AND YOU WILL GET MOWN DOWN IN AN INSTANT. READ ON TO LEARN HOW TO SURVIVE.

STEP 1



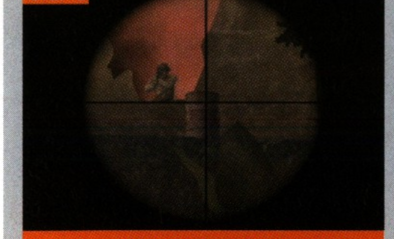
Eye contact: Take this gunner down with your first round and he won't even know.

STEP 2



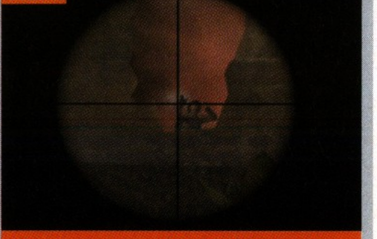
Sten & Stimpy: Take cover by the crates and kill all the foot soldiers.

STEP 3



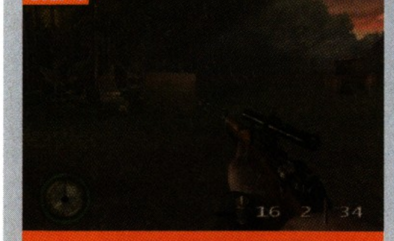
Near barrel: Putting an explosive barrel next to your position is plain dumb...

STEP 4



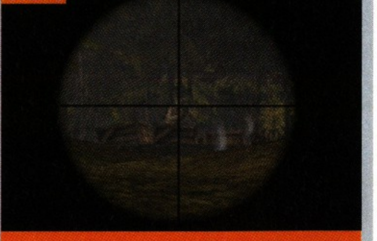
Reinforcement rout: More soldiers come to man this gun – take them down.

STEP 5



Grenadier: Take out the gunner behind that fallen pillar with a Grenade.

STEP 6



Bullet in the head: The final gunner is up on the left behind the ruin. End his life.

move up to the wall. Hold aim and use the left analog stick to pop up and fire at the soldiers on the next rooftop. When they are dead go across the wooden bridge and shoot the soldiers below.

Go down the steps and go up the wooden planks and along the walkway. Move to the left and shoot the two officers interrogating the POW. Grab the Medical Kit and shoot the two soldiers down below to the right. Snipe the soldier on the opposite rooftop with your Welrod and then drop down to the level below. Grab the supplies and then go up the crates and onto the next rooftop. Shoot the soldier on the left and then go down the stairs and through the door. Kill the two officers in the next room and go through the door to free the POW. Now go down the stairs to meet Tanaka. He will chauffeur you to the hotel.

INFILTRATE THE AXIS SUMMIT

Walk into the hotel and you are met by a guard of honour! Go up the stairs and go left at the top. Walk through the open door and you will be taken to the summit.

ADDED OBJECTIVES: GRAB THE SLIDE REEL, ESCAPE FROM HOTEL

Just as things start to get interesting, Kandler turns up in his underwear and accuses you of being an impostor. How right he is. Thankfully, Bromley drops in and tosses you a Sten Gun. Take out everyone in the room before walking up to the projector to get the Slide Reel. Head out of the open door and shoot the Japanese soldiers there. Go out onto the landing and take down all the enemies there. Run around to the left, grab the supplies and keep going. Take out the two Japanese soldiers and their officer. Go down the stairs and kill the German and Japanese officers there. Turn around and head to the back of the hotel. Take the door on the right and then open the next door to go into the kitchen. Shoot the chef and the two soldiers before using the SAVE POINT in the room on the right.

Go up the stirs and help Bromley take out all the enemies. Walk to the next doorway and take out all of the soldiers in the corridor. Head down the corridor and kill the Japanese and German through the first open doorway on the left before killing all the Japanese in the room on the right. Go through this door and head through onto the balcony. Tanaka turns up in a double-decker bus.

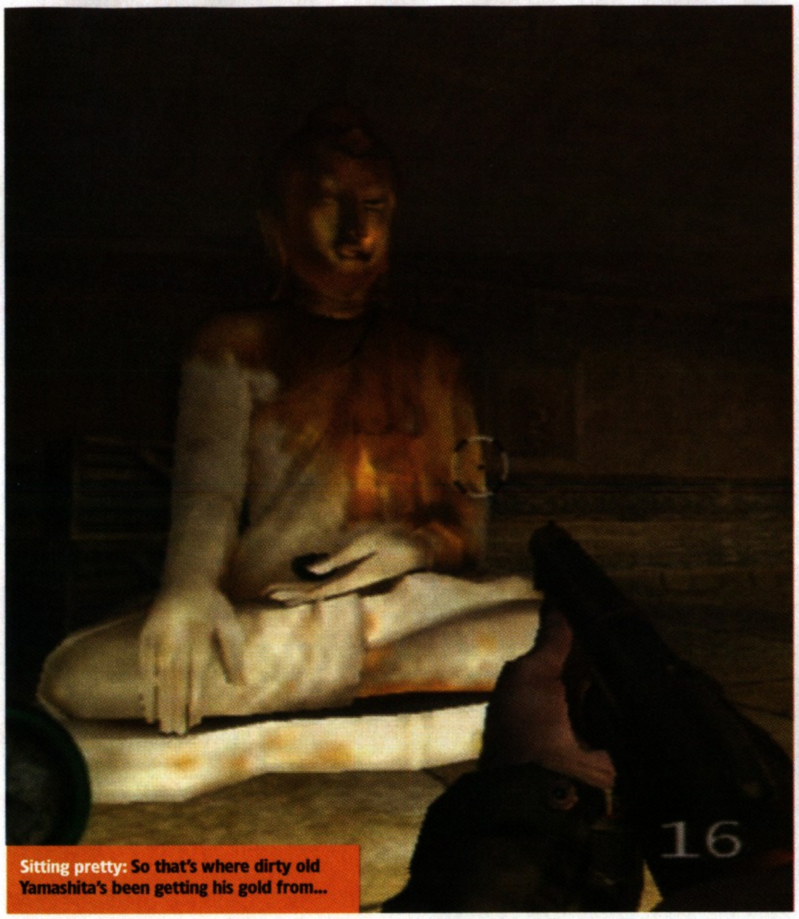
IN SEARCH OF YAMASHITA'S GOLD

LOCATE FLYING TIGER'S CRASH SITE, FIND TANAKA

Move forwards and use the Shotgun to kill the soldier in the clearing. Turn left and go down the path in between the two rocks. Take out the three soldiers you encounter and follow the path around to the right. Nail the soldier at the corner and then use Grenades to take out the three Japanese after the path bears right. Go past the broken pillar and gun down the two enemies who attack. Grab the Medical Kit and follow the path around to the left. Shoot the four soldiers who come into view. The Shotgun is your best bet for the first part of this level. Move past the broken pillars and use your Sten Gun to kill the Japanese in the clearing. Move into the clearing and take the high path.

MACHINE GUN EMPLACEMENT

Go through the trees and shoot the sentry with his



Sitting pretty: So that's where dirty old Yamashita's been getting his gold from...

Chairman of the sword: Shoot him quick because he can slash you from quite a distance away.

back to you. Equip your Sniper Rifle and snipe all the Japenese in the clearing down below. Beyond the first set of rocks is a machine gun emplacement - take out the gunner and any soldiers that try to man it. When they are all dead go back the way you came and go down the lower path to the right. When you get to the clearing more Japanese will appear. One will man the machine gun – make it your priority to take him down first. If you are running low on health smash open the boxes by the first set of crates for a Medical Kit. Now move forwards up the slope.

MACHINE GUN MADNESS

Go through the rocks and then down to the left around some ruins for a SAVE POINT. Smash open the crates here for some Grenades and Ammo. Now go back around the ruins and edge through the bushes on the left-hand side of the area. **SEE SILENCING THE MACHINE GUNS BOX ON THE LEFT**. Equip your Sniper Rifle – up ahead to the left is a machine gun emplacement. Snipe the soldier there and then edge up the left-hand side of the open area. If you run over and man the vacated machine gun you will get torn to shreds. There are three more to deal with. One on the left-hand side by some rubble, one beyond that and one up in the ruin on the small hill. Edge up the left-hand side in a crouch. Take out the Japanese who come towards you. Keep edging forward to the set of crates and take cover. Take out all the Japanese who come charging at you with your Sten Gun and then lob Grenades at the fallen stone pillar to your left where the next Machine Gunner is. When he's silenced grab the Medical Kit by his position and target the machine gunner up on the hill with your Sniper Rifle. Now turn your attention the gunner up ahead on the left. If you take damage there is a Medical Kit by the fallen pillar on the right. When all is quiet move up the hill to the ruins. Take out the three Japanese soldiers there and smashes the crates for supplies. Head down the path for a SAVE POINT. Carry on down the path and you will find both the Crash Site and Tanaka.

DISCOVER YAMASHITA'S GOLD

ADDED OBJECTIVE: RESCUE PILOT

Go with Tanaka down the path. Around each corner are Japanese soldiers – blast them with your Shotgun. When you reach the entrance to the temple equip your Sniper Rifle and shoot the two soldiers in the guard towers and the one patrolling the open area. Equip your Sten Gun and move towards the steps but be prepared for hoards of Japanese to come charging down them. There isn't too much advice we can give you here except to waste them with your Sten and throw Grenades. When they are all dealt with grab any Medicinal Canteens left behind and make your way up the steps. Stop before you reach the top because there is a machine gunner and two soldiers waiting for you. Chuck a couple of Grenades over the top of the steps without showing yourself. If the explosions are following by screams or moans you've hit the mark. If not, try changing the angle of the throw until you are successful. Equip your Shotgun and charge over the top and take care of any survivors.

BAZOOKA TIME

Go down the hallway and then face right as you approach the golden Buddha to take care of the soldier waiting there. Now equip your Sniper Rifle and take down the three soldiers around the Buddha. Head left and smash open the boxes there. You will be rewarded with a Bazooka, plenty of Ammo and a Medical Kit. Now head back in the opposite direction, past where you killed the soldier earlier. Go left and then right and use Grenades to clear out the next room with a big statue in it. Chuck Grenades into the next room on the left and, when it is clear head in and face left. Use the Bazooka to take care of the Japanese in the corridor and then head down it. Soldiers will appear from behind the crates at the far end - use your Shotgun to take care of them. Turn right and shoot the soldier around the corner in the face. Walk up to the doors and press ⊗ to open them. There are loads of Japanese in here so chuck in some Grenades and, when they have detonated, charge in to finish off any survivors with your Shotgun. Destroy all of the crates that you can in this room. Follow the corridor that you reveal and it will take you to a SAVE POINT.

COURTYARD CHAOS

Now head back into the room you came from and open the doors. Shoot the soldier walking away from you and then edge around the right hand corner. Chuck a couple of Grenades and then mop up any surviving Japanese. The doors on your left and right are locked so follow the corridor around to the right, grabbing the Medical Kit along the way. Open the next set of doors and use the Bazooka to take out the Japanese soldiers on the balconies on both sides of the open courtyard. Quickly equip your Shotgun and take care of all the officers meditating and the soldiers who run to their defence. Go into the first room on the right and break open the boxes for loads of Ammo. Head back out and follow the corridor around the right-hand corner. Open the doors and use Grenades to take care of all the Japanese in the dining room. Head left and there will be an explosion and you will fall through the crumbling floor only to discover Yamashita's Gold.

FREE THE PILOT

Go around to the left and up the stairs onto the walkway. Shoot the two soldiers who charge at you brandishing spades. Go down the stairs and then down the steps into the detention centre, shooting all the guards who charge at you. Go through the barred door and follow the corridor around to the right. Shoot the three enemies who charge at you and carry on down. Clear out the room on the left and then carry on down the hallway. Take the next right and shoot the two officers interrogating the Pilot. Walk up to the Pilot and press ⊗ to free him. Now run back to the hallway and go right. Go down the stairs for a SAVE POINT.

EXIT TEMPLE BEFORE FOURTH GUN EXPLODES

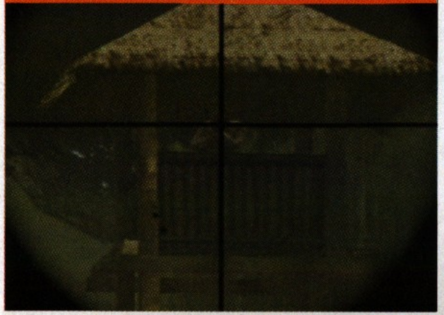
Now retrace your steps to get out of the detention centre, shooting all the Japanese you encounter along the way. Head around to the right of the stairs and go through the open doorway. Shoot the Japanese in the corridor in front of you and go around the corner. Go into the next room and wait for the explosion to send the statue of Buddha falling. Go around to the left of it and shoot all the soldiers there. Go through the archway and shoot the soldier who charges at you. Throw Grenades to take care of the soldiers at the end of the corridor and then go around the corner. Shoot all of the soldiers just in front of you and then use the Bazooka to take care of those in the distance.

HEADING FOR EXTRACTION

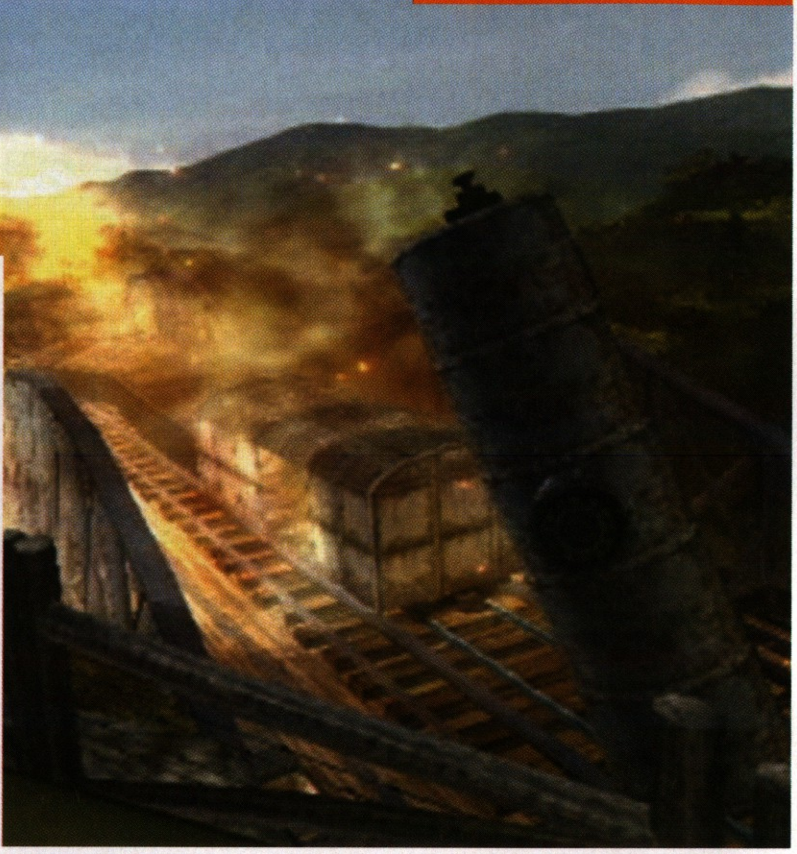
Go through the next archway and eliminate the four soldiers defending the machine guns. Now man one of the machine guns and shoot everyone that you see. When the truck on the left-hand side tries to escape riddle it with bullets until it comes to a standstill. The action will then jump to a cut-scene where Bromley extracts you from the temple in a helicopter (we're not even sure they were in use in 1944, especially in Burma!).

Turn the page for A Bridge On the River Kwai...

All along the watchtower: Pick off the machine gunners before they have a chance to fire.



Blood on the track: This is only the beginning – now you have to clear out the wreckage.



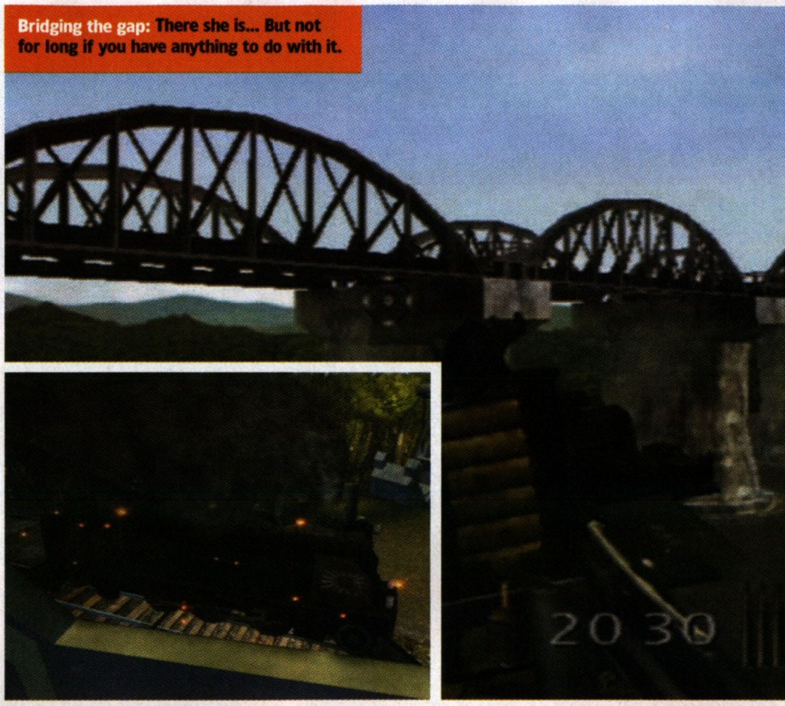
A BRIDGE ON THE RIVER KWAI

RENDEZVOUS WITH CHINDITS

Edge your way down the jungle path. See the big tree on the right? A soldier is hiding in a concealed foxhole just behind it so be prepared for him. Use your Shotgun to fill his face full of lead and then be prepared for the next foxhole further down the path on the left. Carry on down to the bridge and equip your Sniper Rifle. There is a sniper high up to the left behind some foliage in front of a forked tree stump. Shoot him and then re-equip your Shotgun. Take out the two soldiers on the path to your right and move up the slope. **SEE THE STORMING THE CLIFFS BOX OPPOSITE**. Look to your right and shoot the enemy who runs onto the ledge. Now run to the end of the slope and gun down the two Japanese down below. Grab the Field Surgeon Pack and go back down.

CLEARING THE JUNGLE

Soot the remaining Japanese who charge at you and then equip your Sniper Rifle. Move onto the railway track and face right. There is an enemy sniper on a ledge high up to the right – headshot him. Now edge forwards and take out the three Japanese soldiers who appear from behind the crates on the right-hand side. Now face the cliff on the right and shoot the enemy sniper on the ledge. He's difficult to see because he is camouflaged



Bridging the gap: There she is... But not for long if you have anything to do with it.

against the rock. Now turn around and take the path to the left of the rocks. Edge forwards and in the clearing to the right is an enemy hiding in a foxhole. Keep as far to the right as you can and shoot the soldier when he appears. Now edge left and around the rock. Another enemy will appear so gun him down. Now carry on up the slope and man the machine gun at the top. Shoot all the Japanese with a death wish before they can even think about firing at you.

ROLLING ROCKS

When they are all dead go up onto the ridge and neutralise the two Japanese. Equip your Sniper Rifle and headshot the soldier on the water tower. Now go up to the round boulder and push ⊗ to roll it down the cliff to take out the truck and enemy soldiers below. Grab the Medical Kit before taking the path down. At the bottom of the slope do an about turn and take the next path down to the left. At the bottom is a T-11 Light Machine Gun. You should already have picked up some Ammo for it. Equip it and head back onto the railway. Move onto the bridge and a Japanese truck comes roaring into view. The Chindits will take it out. When the truck has exploded run up to meet the Chindits.

FIND BROMLEY

Follow the Chindits down the railway, ignoring the path leading of to the left. On the right, just as the rock begins is an alcove containing a SAVE POINT. Now equip your Sniper Rifle and head up onto the railway. There are two enemy snipers high up on the cliffs to the right and one on the left. Take them down. Move forwards around the bend and take out all the Japanese who appear. When the blockade comes in to view hang back. Equip your Sniper Rifle and take out the gunner in each of the towers. Lots of enemies appear and try to man the guns – keep on taking them down. Go down the path on the left-hand side of the railway. There is a Japanese in a foxhole at the fork in the path – take him down. Take the left-hand fork for a SAVE POINT and then continue down the right-hand fork.

ELEPHANT BUSINESS

Immediately there is a soldier in a foxhole on the right – shoot him – and a soldier high up in a tree to the left. He's well disguised but you should be able to make out the khaki of his uniform behind the foliage. Carry on down the path to the bridge and cross the bridge.

Go down the path and pop out around the right-hand corner and Shotgun the machine gunner and his accomplice before they have a chance to shoot. Grab the Medicinal Canteens that they drop and man the machine gun. Dispose of the Banzai charge, pick up the Medicinal Canteens and then move on around the crates where you will find an elephant. Press q to mount the lumbering beast. Machine gun all Japanese you see.

SABOTAGE BRIDGE ON RIVER KWAI GAIN CONTROL OF CRANE

After dismounting meet Bromley and take the left-hand fork for a SAVE POINT. Now go back past the elephant and up the path. Shoot the two soldiers there overlooking the bridge because they will only give you trouble later on. Now go up the path which Bromley took. He will tell you to get into the Crane. Use your Sniper Rifle to take out the guards in the towers and the soldier on the raised area by the Crane who is firing Mortars at you. Now run to the left of the rocky outcrop and up to the Crane. Grab the supplies and then press ⊗ to get into the crane. A cut-scene kicks in.

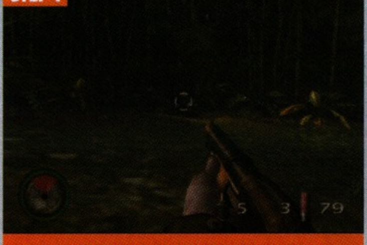
ADDED OBJECTIVE: OPEN FUEL TANKS

Head back down to the railway. It's is absolutely

STORMING THE CLIFFS

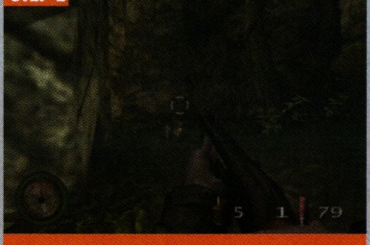
THE JUNGLE IS FULL OF NASTY SURPRISES. DO YOURSELF A FAVOUR AND DEAL YOURSELF IN WITH OUR SPOILERS!

STEP 1



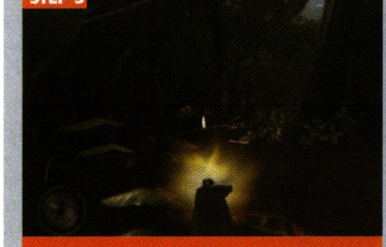
Foxhole fool: Take out this sly bugger with a face full of lead. And then some more.

STEP 2



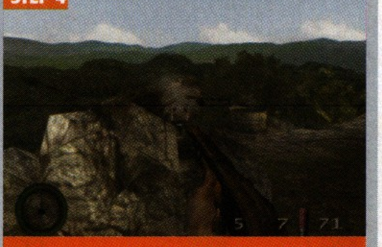
Taken from behind: There's another foxhole around the rock. Repeat the process.

STEP 3



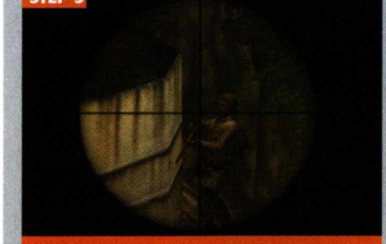
Gun down below: Man the machine gun and stop this charge in its tracks.

STEP 4



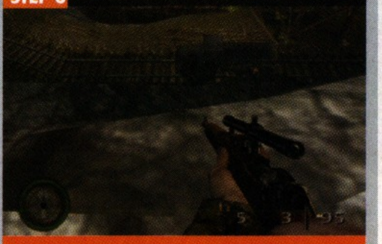
Between a rock and a dark place: Clear the top of the cliffs of Japanese.

STEP 5



Sniper showdown: Snipe the Japanese on the water tower across the railway.

STEP 6



Rolling Stone: Press ⊗ to send that boulder crashing into the truck and enemies.

Rear gunner: Shoot down as many of the enemy fighters as you can before the Carrier sinks.

swarming with Japanese from the derailed train. Take them out using your Shotgun and Grenades and grab the Medicinal Canteens that are dropped. When the area is clear head through the first open carriage. Head to the right and shoot the two Japanese here. Now move down the right-hand side of the next carriage and gun down the soldier high up to the left. Move forwards and the black tanker on the left is your first fuel tank. Walk up to it and press ⊗ to release the fuel valve. To the left of this tanker is a Medical Kit if you need it. If not, remember where it is because you may need it later.

CARRIAGE HOPPING

Head through the next carriage and grab the supplies. Go around to the left of the next carriage and kill the soldiers who charge at you. Move to the left of the next carriage and shoot the soldier on the roof of the next carriage. Go right and squeeze in between the two carriages. Open the next fuel tank. Now go up the metal girder and shoot the soldier to the right. Now drop down and go through the carriage. Shoot the two soldiers in front of you and then run up to the fuel tank. Shoot the soldier to your right and then open the fuel valve. A Japanese officer dressed in white now charges at you with a sword. Fool! Shoot him in the face. Now go through the carriage door which he opened to meet Bromley. Go through the door which Bromley opens and shoot the two Japanese who appear and then Bromley will trigger an explosion.

ADDED OBJECTIVE: GET OFF THE BRIDGE

Follow Bromley back through the carriage and up the ramp on the right-hand side. Drop down and follow him into the carriage to the left. There's only one thing for it – run through the door at the opposite end of the carriage to jump off the bridge and finish the level. Thankfully, Tanaka turns up in a seaplane to rescue you. Unfortunately, he takes you somewhere far more dangerous...

SUPERCARRIER SABOTAGE

OPEN VENTS
DESTROY FUEL MONITORS
BREAK FUEL VALVES

From your starting point turn around and head down the stairs. Go around the corner and go through the open door on the left. Shoot the sailor and walk over to the red vent in the far right-hand corner. Press ⊗ to open the vent. Grab all the Ammo and head back out into the corridor. Shoot the three sailors who appear from round the corner. Go around the corner to the right and open the door on the right. Dart inside and grab the Medical Kit.

Shoot the sailor dressed in blue who comes forward and fires at you with a machine gun. Now use L1 and the left analog stick to peer out of the doorway and target the pilots at the end of the corridor. Go into the next room on the right-hand side and get the Field Surgeon Pack. Go around the left-hand corner and shoot the Japanese by the vent. Run up to it and press ⊗ to open it. Move down the corridor slowly and shoot the machine gunner.

GET THE LIGHT MACHINE GUN

Open the door on the right. Be careful this room is teeming with enemies. Shoot the sailor directly in front of you. Move inside and side step to the left. Grab the Medical Kit and shoot the sailor in front of you. Move down the left-hand side of the room. Shoot the machine gunner and the officer and then pick up the T-99 LMG. Equip it. Grab the Medical Kit on the other side of the room and move back into the corridor. Shoot the pilot right in front of you and then duck back into the room. Pop in and out of the room to take down the three sailors at the end. When they are down move around the corner. Open the galley door, go inside, shoot the chef and grab all the supplies. Cross the corridor and face left. Shoot the sailors in the dining room and grab all the supplies. Open the vent in the corner and then go into the opposite room to deal with the officers.

Go back into the corridor and go around the corner to the left. Open the first door on the left and you'll find a bunch of pilots being briefed. Empty a magazine into those closest to you and then turn back down the corridor. An officer and a pilot have sneaked up behind you – teach them a lesson. If you run low on health at any point head back to the dinning area and pick up any supplies you didn't collect earlier. Head back to the briefing room and mop up any enemies still standing. Run to the end of the corridor and smash the crates. Open the door and kill all the enemies inside before opening the vent. Go through the opposite door, turn right and then open the door in front of you for a much needed SAVE POINT.

SABOTAGE THE SHIP

Edge down the stairs and shoot the two soldiers at the bottom before they have a chance to react. Move into the next area and shoot the sailor. Move into the fuel room and shoot the three sailors who run across the bridge in front of you. Move around to the left and go onto the bridge. Head left at the end and then right towards the control rooms. Shoot the two sailors who come running out and then go into the left-hand room. Shoot the two sailors inside. Open the vent and shoot the fuel monitor. Now head into the other control room, shoot the sailor and repeat.

Go left from the control room for supplies and then go back to the control room and take the walkway to the left. Break all four fuel valves and carry on towards the next two control rooms. Shoot the sailors who come rushing towards you and then head into the left-hand room. Shoot the sailor, open the valve and shoot the fuel monitor. Go into the next room and repeat the process. The ship's fuel levels are dropping and Bromley will appear and lay an explosive charge!

LOCATE GOLD

Head left from the control rooms and then right onto the bridge. At the end turn left and then left again but be ready for several machine gunners to attack. Take them down asap, using the wall to shield yourself from their fire. There's a Medical Kit to the left if you need it. Now go through the open door. And open the door right in front of you to discover a stockpile of gold. Enemies come out of nowhere and a green gas begins to fill the room. Before long you lose consciousness.

SINK CARRIER

You come round with Yamashita talking all kinds of jingoistic clap trap. Tanaka unties you but gets his throat cut. Yamashita flees after telling you he has your brother hostage. Grab the gun and shoot the two sailors who come into the room. Follow Bromley to the left for a SAVE POINT. Now head back, grab the Sten Gun from the table and go up the stairs. We can't give you too much advice here except to say shoot all the sailors and planes in the hangar. If you get low on health head back to the save point for a Field Surgeon Pack.

Go through the door in the far left-hand corner of the hangar. Shoot the sailor at the bottom of the stairs and then shoot the one up the stairs. Go into a crouch and move forwards. Shoot the soldier at the foot of the stairs above and in front of you. Now move forwards and shoot those at the bottom of the stairs. There are loads of them so keep moving in and out from behind cover. If you get short on health there are Medical Kits in the crates in front of you. Once the Machine Gunners stop coming we suggest running back to the save point because you won't want to do this bit again.

CLEARING THE HANGAR

Now go down the stairs and carry on past the door on the left and take the second one. Again, you have to clear the hangar of all the planes and sailors. Once it's clear, go through the door on the right-hand side of the hangar and go up the stairs but be careful. Look left and gun down the officers as soon as you see them. Pull the red lever to open the hangar doors. Head back down into the hangar and break open crates for health if you are running low. Now head towards the open hangar doors and shoot all the sailors and planes that you see, but very much in that order!

As you approach the hangar you will see Yamashita escaping with your brother held hostage. Shoot the soldier in front of you and then the one to the left and the one to your right. Destroy the planes and then go up the stairs in the opposite corner. Go through the open doorway and shoot the sailor to the right. Go up the stairs and shoot the soldier to the left. Go around to the left of the gun emplacement and shoot the sailor. Now shoot the two sailors on the level below by taking cover behind the gun emplacement armour before heading down the stairs. Edge up the next set of stairs and shoot the three sailors. Smash open the crates here for medical supplies. As you approach the final crate two sailors will charge at you from an open doorway – kill them before they have a chance to fire at you. Head up the stairs and shoot the sailor walking towards you. Head to the left and shoot the machine gunner. Edge around the corner to the right and shoot the sailor waiting for you. Carry on forwards to the next section of corridor. Kill the two sailors in the room on the right and grab the supplies in there.

THE FINAL ASSAULT

Take the door at the end of the corridor and go up the stairs. Edge through the open doorway. To your right are two machine gunners. Bring one of them into view and gun him down before taking out the other one. Take the door on the left for a much needed SAVE POINT. Head out and shoot the sailor to the right. Take the fork to the left and carry on around the corner to the right and shoot the two sailors with their backs to you. Go up the stairs and shoot the sailor closest to you in the back before taking care of the other one.

The next bit is a bit of a firefight – simply head forwards and take out all the sailors on the bridge. Go through the doorway and go all the way round to the right. Go through the door and kill the officers on the upper deck. Go through the door and walk around to the back of the deck. Kill the two sailors and smash open the crates for Field Surgeon Packs. Go down the steps and turn around to meet Bromley. Run up to the plane and press ⊗ to get into the rear gunner's position. Bromley makes a real pig's ear of flying the plane. Simply shoot every Japanese plane that you see until the charges on the carrier explode. You don't seem to take any damage at this point. Congratulations your job is done... for now! ■

THE FACTS: **HARRY POTTER: QUIDDITCH WORLD CUP** ● PLAYERS: **TWO** ● MEMORY CARD SPACE: **59KB** ● DIFFICULTY: **EASY** ● COMPLETION TIME: **ONE WEEK**

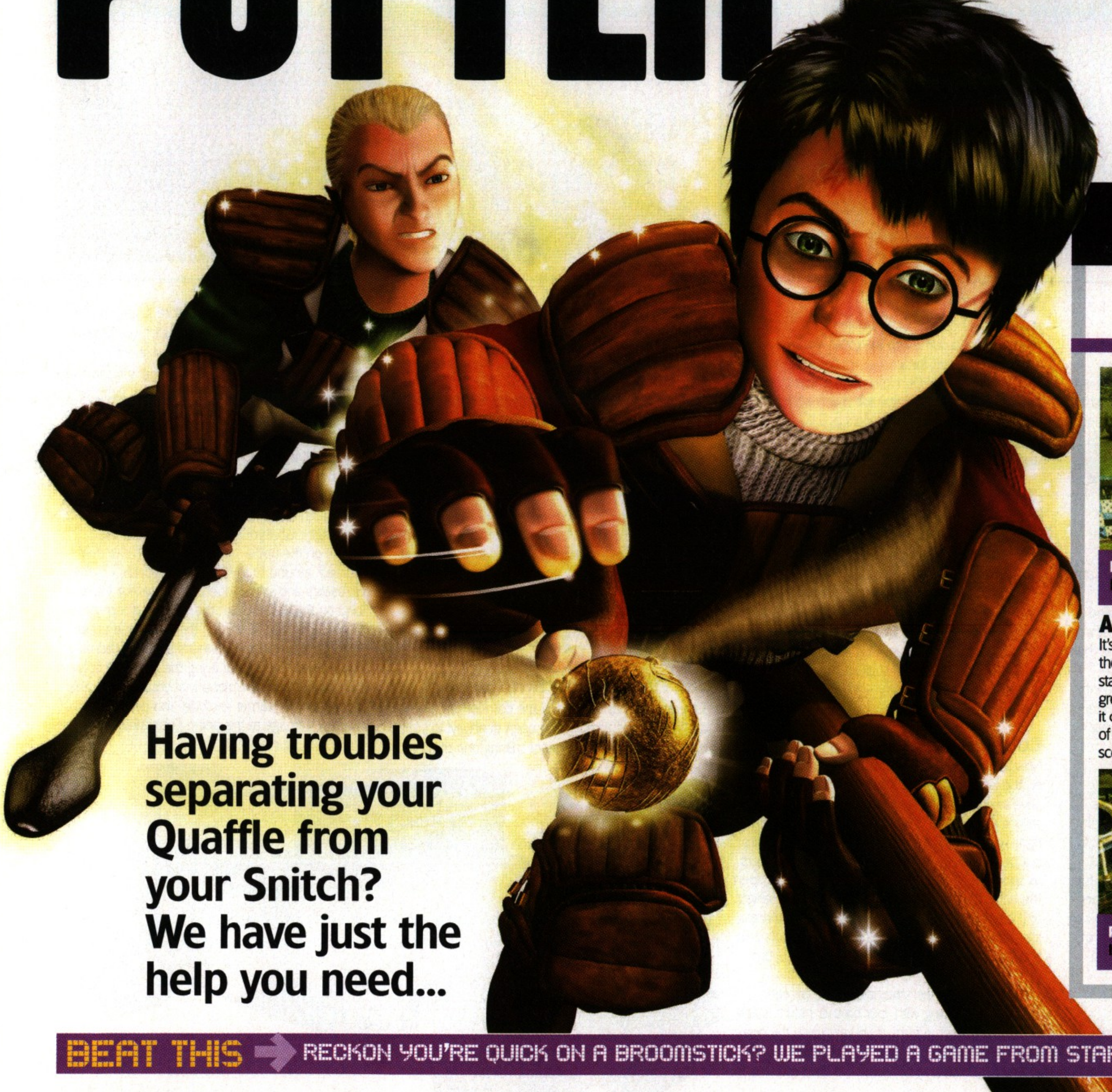
HARRY POTTER QUIDDITCH WORLD CUP

FIRST AID

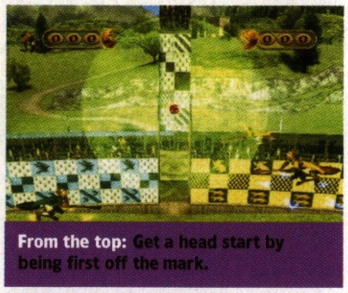
New to Snitching? Or in fact have any idea what it really means? Get sneaky with our tips for flying high...

BEST PLAYED

Get proper Potter potty with the game of the sport of the film of the book...



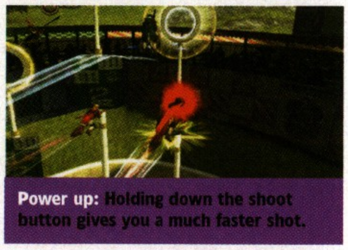
Having troubles separating your Quaffle from your Snitch? We have just the help you need...



From the top: Get a head start by being first off the mark.

AND THEY'RE OFF!

It's important and easy to grab the Quaffle from the start of the game. Just wait until the ball starts coming back down and begins to glow green, then press the ⊗ button. If you've timed it correctly, your Chaser should be in possession of the ball and you'll be well on your way to scoring your first goal.



Power up: Holding down the shoot button gives you a much faster shot.

BEAT THIS → RECKON YOU'RE QUICK ON A BROOMSTICK? WE PLAYED A GAME FROM START TO FINISH - INCLUDING

1 DON'T SNITCH ON ME!

Building up your side of the Snitch Meter is easy, but the quickest (and most impressive) way to do it is to pass neatly between your team with combos and finish with a special combo shot.

2 QUICK 'N' EASY

If you are tackled near your opponent's goal, try to grab the Quaffle quickly, as this will catch them off guard and you should have a clear run at their goal with just the keeper to beat. It worked pretty regularly for us, we have to admit.

3 GET THE POINTS IN NOW!

Try to make sure that, when the Snitch finally appears, you've got a lead of over 150 points. That way, regardless of whether you catch the Snitch or not, you'll still win the match.

4 PLAYING FOR KEEPS

Look out for the glowing symbols when you're flying towards the goal, as that means you're ready to shoot. Wait until you're much closer to the goal before shooting, though, and use the analog stick to pick your hoop – thus neatly avoiding their keeper.

5 QUIDS IN

You'll need to complete the challenges to unlock some juicy extras, and you'll earn yourself a new Quidditch Card every time you beat a record. Head to the View Cards option in the Inventory and you can see the challenges you need to complete to earn the cards.

6 LOCK AND LOAD

Combo passes and goals look far more impressive than regular ones, and it's the fastest way to get the Quaffle up the pitch. But it's a lot harder to connect with the passes, so try to lock in to your team-mates as much as possible before passing the ball with a combo move.

01 TOP QUIDDITCH TIPS

QUIDDITCH MAY LOOK COMPLICATED, BUT IT'S REALLY VERY SIMPLE. HERE ARE SOME TIPS TO SEPARATE THE WIZARDS FROM THE MUGGLES.

Don't bring Harry: You don't have to pick Potter, you know.

THE LONG AND SHOT

Long shots at goal may be impressive in *PES*, but it counts for nothing in Quidditch. Even though you can get a fairly fast shot if you keep your finger on the ◎ button, your opponent's keeper will have far too much time to read your shot and get the hoop covered.

PRACTICE MAKES PERFECT

Yes, you do have to win the Hogwarts Cup before you can begin thinking about the World Cup, but we reckon that's a good thing. The matches you'll play at Hogwarts are even easier than the ones in the World Cup and, therefore, are the perfect training ground – you'll also unlock a whole load of Quidditch Cards this way.

National pride: There's little to choose between the teams.

TEAM TALK

One of the real disappointments of *Quidditch World Cup* is the teams themselves. Apart from the obvious graphical differences and the special moves, there's nothing to separate them. Shame because it seems like an opportunity missed.

Goal hanger: It's easy to change the hoop you're shooting at.

Interception: Tackling is actually pretty simple in this game.

GOING FOR GOAL

One mistake that's easy to make is attempting a pass in your opponent's goal area. When their hoop is glowing it's usually just you versus the keeper, but it's often the case that you'll be trying to build up a combo for the Snitch meter. If you pass here your opponent will intercept the move.

CHAIN REACTION

If you're after a decent-sized combo, don't bother starting from the halfway line. Instead, wait until the ball is near your goal area, then tackle and build up the combo slowly and steadily from there. If you can, try to let your team-mates move into space before passing – but don't leave it too long or you'll brake the combo chain.

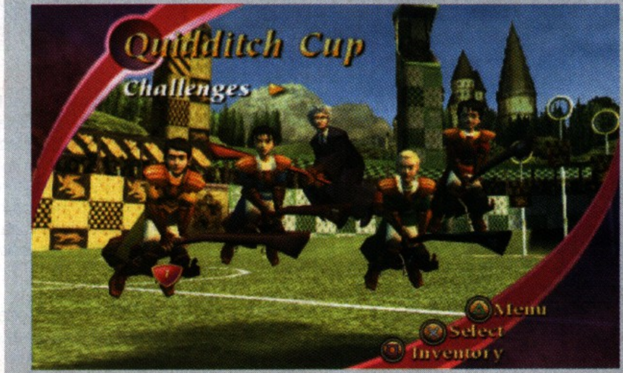
NABBING THE SNITCH - IN 1:23.4. SEE IF YOU CAN BEAT THAT LITTLE BEAUTY! ■

HOT SHOTS

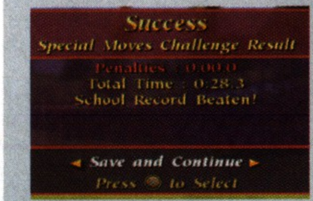
White hot blasts of wisdom for mastery of the game...

BEAT OUR BEST

Reckon you're tasty, eh? Right then, see if you can beat our challenge times...

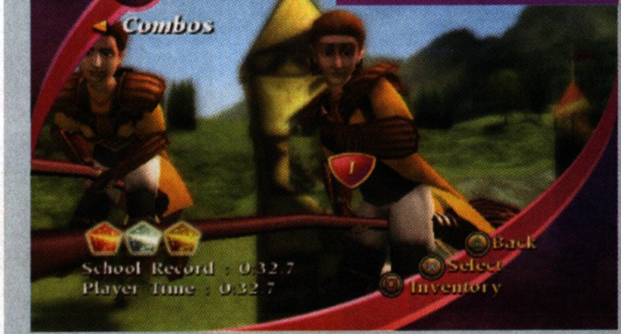


PASSING	28.7
SEEKER	22.8
TACKLE AND SHOOT	22.7
BEATERS AND BLUDGERS	40.7
SPECIAL MOVES	28.3
COMBOS	32.7



Success
Special Moves Challenge Result
Penalties : 0.00.0
Total Time : 0:28.3
School Record Beaten!
◄ Save and Continue ►
Press to Select

Prove it: Don't believe our times? Well here's the proof, sucka!

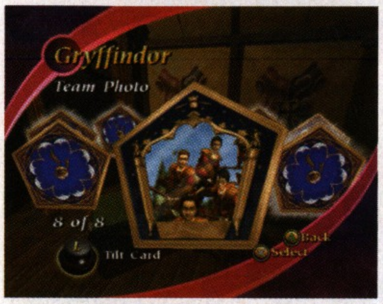


School Record : 0:32.7
Player Time : 0:32.7

QUIDDITCH CARDS

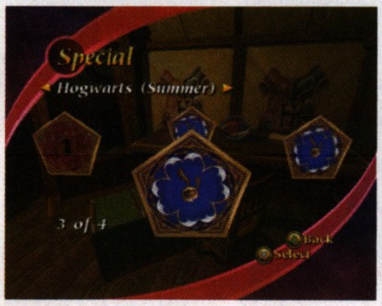
WANT THE JUICY STUFF? AH, YOU'LL NEED TO UNLOCK THE CARDS TO FIND ALL THAT...

There are a total of 104 of these to collect and, as you'd expect, some are pretty straightforward while others are a complete nightmare. Access the View Cards option from the Inventory and you'll be taken to a screen with six cards you can rotate through. There's a card here for each of the houses, one for the World Cup and one for Specials. Here's how they all break down...



HOUSE CARDS

Each house has eight cards to unlock and, although there are a couple of common threads for all of them, the majority of them are house specific challenges. Each house will reward you with a card for winning the Hogwarts Cup, but the rest are made up from either scoring a certain amount in a particular match or earning a specific medal in one of the house challenges. Each house also has a card that requires multiple challenges to earn it. Pieces of the card are removed as each challenge is successful, so you're always able to see what's needed for the whole card – this is the card that earns you the Team Special Move.

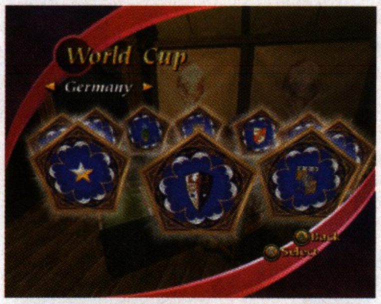


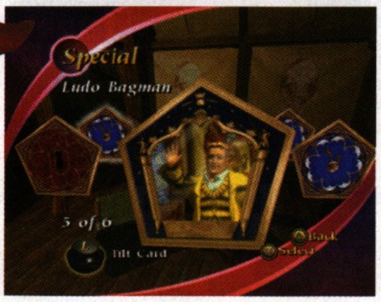
SPECIAL

Nothing much of any interest here... or is there? You can unlock a couple of cards for Hogwarts' Quidditch pitch, a card of Madam Hooch (the referee), and finally one for the mysterious Edgar Cloggs. Edgar is a ghost that haunts the Quidditch pitch and even gets involved in a couple of the challenges. You'll need to collect all the Quidditch Cards before this one's revealed, though...

WORLD CUP

The six cards here are important to your progression through the game, as they unlock the extra skill levels – four in total. Each level is represented with a broomstick and, as you work your way up the ranks and play on the later skill levels, the difficulty level of the game increases dramatically and it becomes much harder to score. You can also unlock a card for Queerditch Marsh, which gives you a whole new arena. To get this, win the World Cup with any team. Each of the nine World Cup teams also has a group of cards specific to them. You get a card for winning the cup with that team, one for beating them at home, one for beating them at your ground and a special move one that contains multiple challenges.





MAGIC SHOW

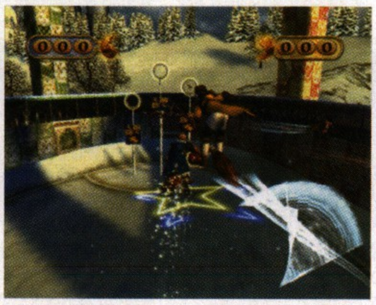
"NO POINT IN TURNING UP Y'ALL IF YOU AIN'T GOT DA KNOWLEDGE BOMB," HARRY PROBABLY SAYS...

RULES

Don't worry if you've never even heard of Quidditch before, as it's pretty easy to pick up. If you've read any of the Harry Potter books then you should have a basic grasp of the rules, but if you head to the challenges first then everything's explained pretty well there.

PASSING

- Passing the Quaffle up the field quickly will ensure that your opponent's goal area isn't swarming with defenders when you get through. Act quickly and you'll just have the keeper to beat.
- Short passes are pretty useless. Instead, keep the ⊗ button held down for a faster, longer throw. You can tell when you've locked onto a team-mate for a pass, as they'll be highlighted with a white star. So press and hold the ⊗ button to pass, then move around looking for the best target to pass to.
- Remember, you're only able to pass to another Chaser, so there are only ever two other players you can lob the Quaffle to.



TACKLING

- Keep the ⊗ button held down and you'll zip forward for a killer pass.
- If an opponent is directly in front of you, then you can keep the ⊗ button held down and you'll soon catch him. Repeatedly pressing ⊗, though, will make sure you get him if he starts to go all twisty on you.

SHOOTING

- When you're nearing the goal, take a second out to look at your opposition's placement. Even if the goal area's swamped, you should be able to spot at least one opening from the three hoops.
- The longer you hold the button down, the faster the ball goes.
- If you keep the ◎ button held down, then you can still direct the shot. If you power up a doozy and the keeper suddenly covers the hoop, quickly switch to another and you'll belt it past him.

BLUDGER

- These are often a poor substitute for a well placed tackle. If you're finding the going tough, though, you might be able to knock off a Chaser as he's heading for goal.
- The easiest way to knock a Chaser off with a Bludger is to keep the ball in front of them – as that way it's harder for the other Chasers to deflect it. Then, when the moment's right, bring it straight down to hit him. But don't take too long, as the Bludger is only active for a few seconds and you don't want to miss out.

GRABBING THE SNITCH

- So the game's nearly over and the Snitch has appeared. If you've followed our tips, then you should find that you have loads more boost power than your opponent, but don't worry if you haven't, as there are still a couple of sneaky things you can do to win that 150 point bonus.
- Don't use your boost too quickly, as you don't want to be floundering at the back while your opposing Seeker gets the Snitch. Instead, wait until you're about to go down a steep part of the stream, as you seem to go faster here.
- Pressing forward when you activate the boost makes you go faster still, so combine this with a downhill run and you should have the Snitch in no time.
- If it's neck and neck, lash out with the ⊡ button to shove your opponent off the stream. It's not very sporting but hey, who cares?

90% GamesMaster ★★★★★ "Simply wonderful. Simply essential"
PLAY 6/5 "It blows the competition away."
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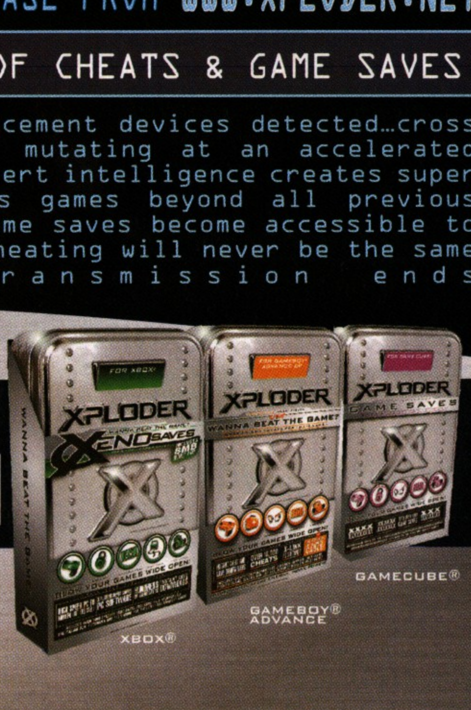

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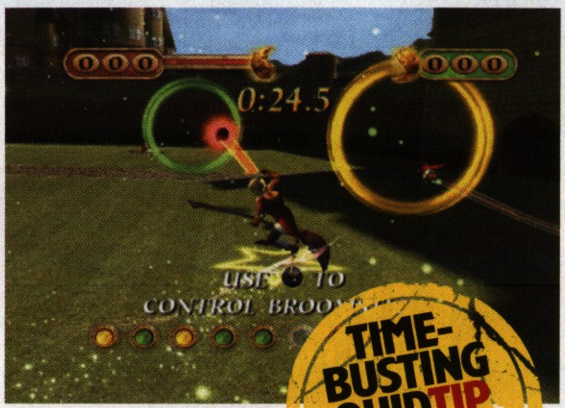
HOUSE CHALLENGES

THESE ARE A GREAT WAY TO LEARN THE BASICS OF QUIDDITCH. THEY'RE ALSO IMPORTANT FOR COLLECTING QUIDDITCH CARDS, AS WHEN YOU'VE BEATEN THE SCHOOL RECORD ON EACH OF THEM YOU'LL EARN YOURSELF 18 CARDS...

PASSING

House record	59.5
School record	31.9

This challenge is both fun to play and rather frustrating. The object is to pass the Quaffle ten times through a green hoop, while avoiding a yellow one. All sound pretty straightforward? Well, it would be if the hoops didn't have an irritating habit of changing from green to yellow just as you launch the Quaffle. Keep the ball moving quickly, avoid any long passes and you should be fine.



TIME-BUSTING QUIDTIP
Charge your pass up as you're looking for the green circle. You should have an extremely fast and accurate throw ready.

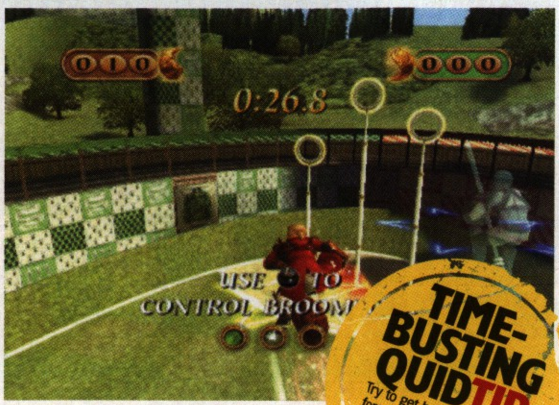
QUIDDITCH CARDS
- **Hufflepuff** – beat the team record
- **Ravenclaw** – beat the house record
- **Gryffindor** – beat the school record

TACKLE AND SHOOT

House record	43.2
School record	24.3

Simple? Just tackle the ghost three times and score, eh? Hmm. The ghost, Edgar Cloggs, is tricky to catch, so if you're after that school record you've got to be quick off the mark.

QUIDDITCH CARDS
- **Slytherin** – beat the team record
- **Hufflepuff** – beat the house record
- **Ravenclaw** – beat the school record

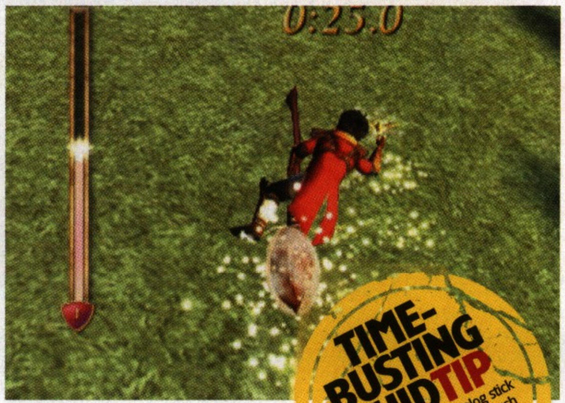


TIME-BUSTING QUIDTIP
Try to get behind Edgar and force him towards the hoop end of the pitch before tackling him.

SEEKER

House record	48.9
School record	24.9

This challenge is a useful one to practise for the actual moment in a match when the Snitch is released. Make sure you stay in the middle of the Snitch's trail to earn the maximum amount of boost – your pad should vibrate strongly if you're in the right place – and try to save your boost for when you're chasing the Snitch straight down.



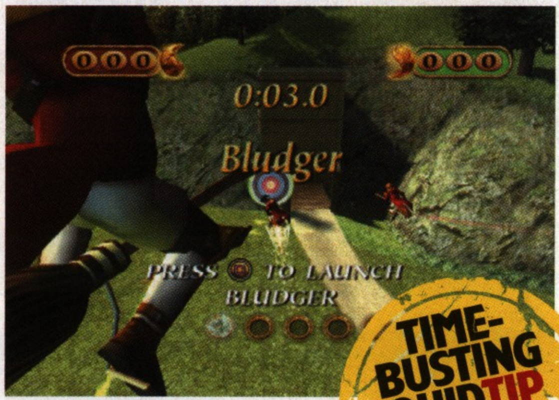
TIME-BUSTING QUIDTIP
Pushing ↑ on the analog stick makes Harry speed up much faster. With that knowledge, the school record should be easy.

QUIDDITCH CARDS
- **Gryffindor** – beat the team record
- **Slytherin** – beat the house record
- **Hufflepuff** – beat the school record

BEATERS AND BLUDGERS

House record	1:06.3
School record	43.2

To unlock: Complete three challenges and one Quidditch match. This is possibly the hardest challenge of the lot. There are five targets to hit with your Bludger and you have to avoid it on its way back, too – there's a 15 second penalty if it hits you. Head for the one just below you from the start to save time, then work your way up the rest slowly and carefully.



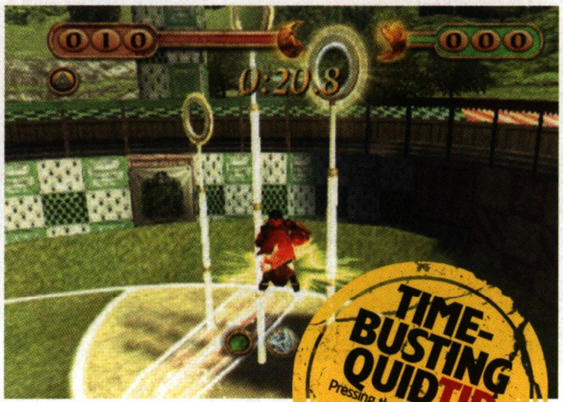
TIME-BUSTING QUIDTIP
Try to keep the Bludger behind you for its return – that way your two team-mates will collect it, saving you a 15 sec penalty.

QUIDDITCH CARDS
- **Hufflepuff** – beat the team record
- **Gryffindor** – beat the house record
- **Slytherin** – beat the school record

SPECIAL MOVES

House record	53.7
School record	30.2

To unlock: Complete three challenges and one Quidditch match. The same as the Tackle And Shoot challenge, only this time you have to tackle Edgar with a special move. You need to be quick here if you want to beat the school record, so make sure you activate the special move as soon as Edgar appears.



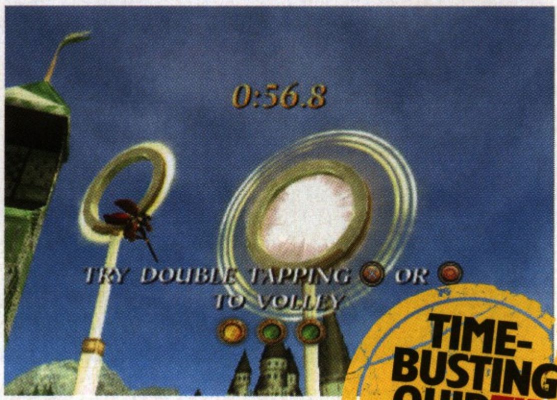
TIME-BUSTING QUIDTIP
Pressing the dodge button as soon as you have the Quaffle gives you an extra speed boost.

QUIDDITCH CARDS
- **Hufflepuff** – beat the team record
- **Ravenclaw** – beat the house record
- **Gryffindor** – beat the school record

COMBOS

House record	1:09.8
School record	47.2

To unlock: Complete five challenges and two Quidditch matches. Initially, this challenge seems like a bit of a pig – especially as you seem to complete it but are still penalised. The trick is to make sure that you work up enough of a combo chain to move the bar across the top of the screen. To do this, make sure you pull off at least a seven-chain combo and try and avoid the keeper, eh?



TIME-BUSTING QUIDTIP
Double-tapping ⊗ gives you a quick combo volley. Use these to get the Quaffle up the pitch as quickly as possible.

QUIDDITCH CARDS
- **Slytherin** – beat the team record
- **Hufflepuff** – beat the house record
- **Ravenclaw** – beat the school record

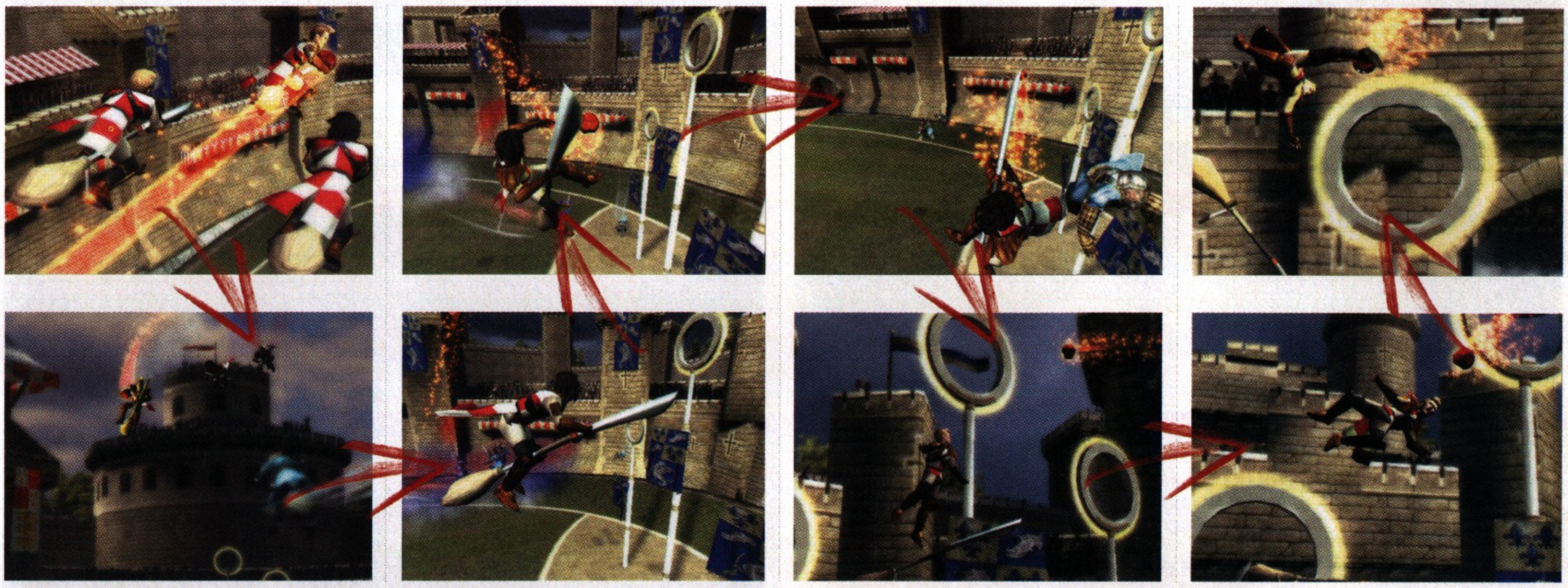
TEAM SPECIAL MOVES

EACH TEAM, WHETHER IT'S A HOUSE TEAM OR A WORLD CUP ONE, HAS A SPECIAL TEAM MOVE THAT YOU CAN DO WHEN YOU'VE RAISED YOUR BAR ENOUGH. HERE'S ONE OF THE BEST IN ACTION...

Each group of team cards has one with three separate challenges that, when completed, will unlock a Team Special Move. Once unlocked, it flashes up with an L2/R2 symbol when you've collected enough on your Snitch Meter. Make sure you're in possession of the Quaffle and, after you've pressed the two buttons together, the game will cut to a rendered sequence showing your three Chasers working together to score a blinding special goal.

POINTS SCORING

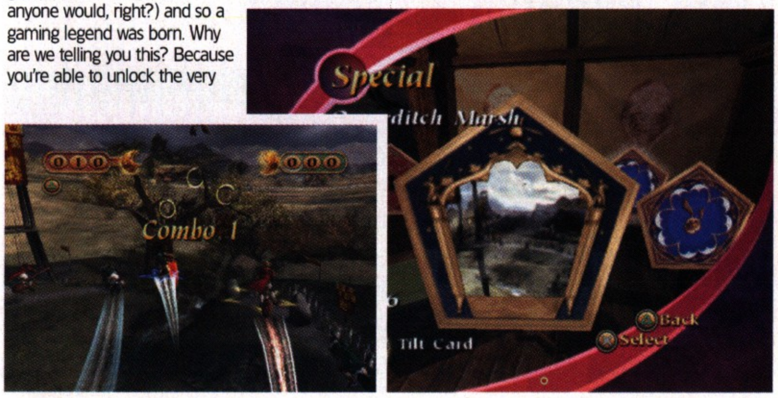
The score awarded for this depends greatly on the team. England, for example, only score one goal (10 points), while Ravenclaw manage a whopping three (30 points). The other benefit to this move is that it also knocks a hefty chunk off your opponent's Snitch Meter, so it's the perfect move if you're nearing the end of the game and they're looking like the dominant team.



FEELING A LITTLE QUEER?

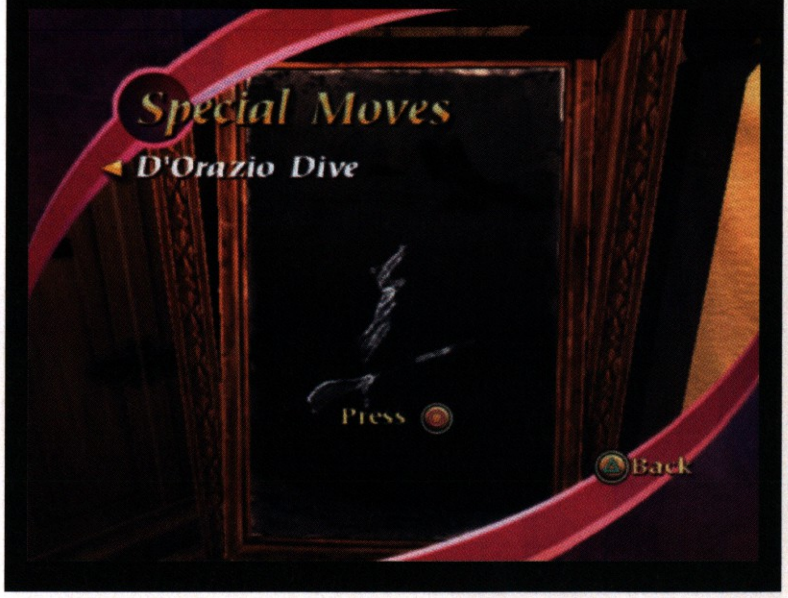
TAKE A TRIP BACK IN VIRTUAL TIME, TO A PLACE WHERE – APPARENTLY – IT ALL BEGAN...

It's time for a little history lesson: according to popular myth, Quidditch (originally known as Kwidditch) is said to have been invented in the eleventh century. One day a group of bored wizards decided to throw a large leather ball into two groups of bushes (just like anyone would, right?) and so a gaming legend was born. Why are we telling you this? Because you're able to unlock the very origins of the sport with this bonus Queerditch Marsh arena. It's yours to play on when you've completed the World Cup for the first time. You'll have to put in around an hour and half's worth of play to complete the World Cup first time round.



25 D'ORAZIO DIVE

After collecting 25 Quidditch Cards this, the most dramatic of all the special moves, is yours for the taking. Sadly, the only real difference between this and the rest of the special moves is the graphical cut-scene that shows you neatly stealing the Quaffle from your opponent. Shame about that, really. Still, the D'Orazio Dive is a beautiful move to behold, as you flick through 720 degrees before landing on your hapless opponent's broomstick. Once you've got it, you won't be wanting for anything else, we'd wager.



SPECIAL MOVES

YOU'VE READ ABOUT THEM AND YOU'VE SEEN THEM IN THE FILMS, NOW HERE'S YOUR CHANCE TO USE THEM.

The special moves are little more than graphical pleasers rather than serious gameplay considerations. However, if a player looks like he's about to score and you simply can't catch him with a Chaser, then it's an okay second resort. Shooting with a special move is only something to really think about when your opponent's goal area is packed and there's no other way through.

SHOOTING

VOLLEY 1
6 cards to unlock
L1 + R1 + Double-tap ⊗

VOLLEY 2
12 cards to unlock
L1 + Double-tap ⊗

VOLLEY 3
18 cards to unlock
R1 + Double-tap ⊗

FINBOURGH FLICK
5 cards to unlock
L1 + R1 + ◎

CHELMONDISTON CHARGE
10 cards to unlock
L1 + R1 + ◎

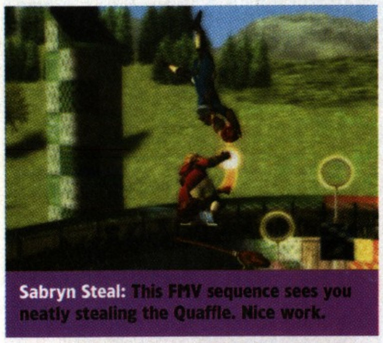
DIONYSUS DIVE
20 cards to unlock
L1 + R1 + ◎

TACKLING

SABRYN STEAL
5 cards to unlock
◎

SPEELMAN STEAL
15 cards to unlock
◎

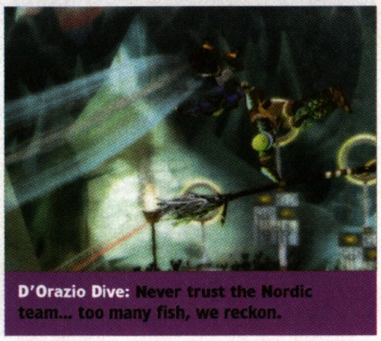
D'ORAZIO DIVE
25 cards to unlock
◎



Sabryn Steal: This FMV sequence sees you neatly stealing the Quaffle. Nice work.

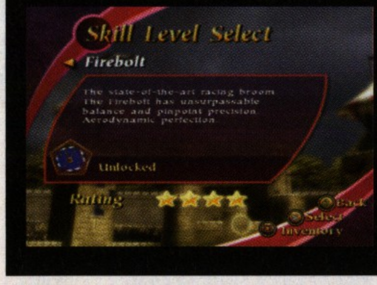
The Flick: France are about to power the ball through the hoop for another 10 points.

Speelman Steal: USA go for some Shock 'N' Awe tactics that might actually work.



D'Orazio Dive: Never trust the Nordic team... too many fish, we reckon.

50 FIREBOLT SKILL LEVEL



The state-of-the-art racing broom. The Firebolt has unsurpassable balance and pinpoint precision. Aerodynamic perfection.

50 cards will earn you the best skill level in the game. If you're finding the going a little easy, then a few games in the Firebolt World Cup should change your mind about that. Your opponents are now faster and harder with their tackles, and pass up the field with a blistering speed. You can also expect more problems with their keeper, too, as he can practically block any shot that comes his way.

To beat the teams on this skill level, use combo passes to get the ball up the field (but try to keep them fairly short) and always try to aim for the hoop furthest away from the keeper. Use Team Special Moves whenever possible, as this will knock a good chunk off your opponent's Snitch Meter.

65 THE BULGARIAN WORLD CUP TEAM

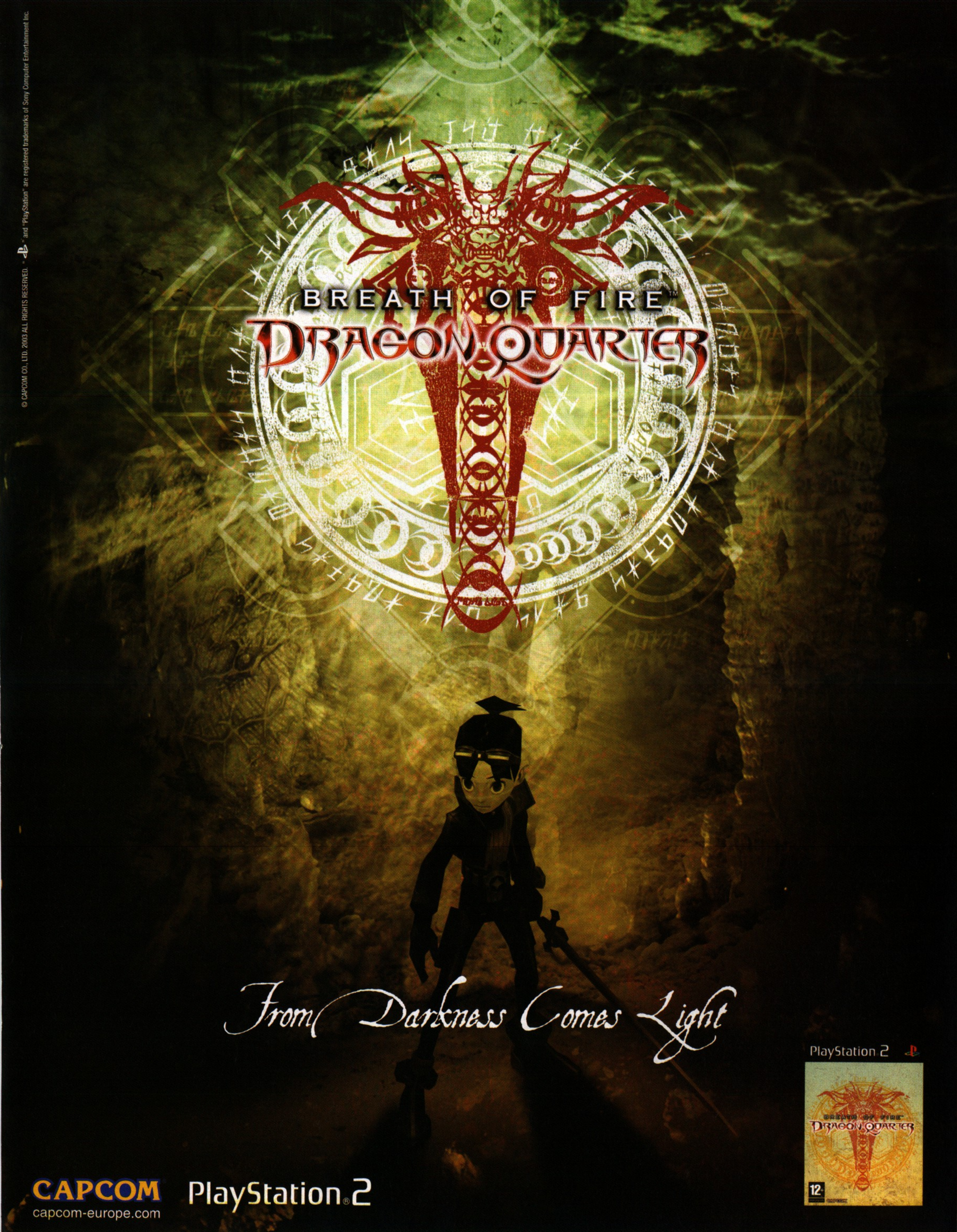
Collect 65 Quidditch Cards and the Bulgarian World Cup team is unlocked. Featuring one of the world's finest Seekers, Viktor Krum – read *Harry Potter And The Goblet Of Fire* for more on him – they've got quite a few tasty special moves and a brilliant-looking home pitch.

Sadly, though, that's the only real advantage to them, as despite the Bulgarians being one of the best teams, they don't really put up much of a challenge.

World Cup
Bulgaria
Back
Select
Inventory

104 EDGAR CLOGGS

Find every last Quidditch Card in the game and the ghostly – and legendary – Quidditch player, Edgar Cloggs, is yours. Play as him, dive as him, throw as him, win as him. We reckon it'll take about two days or so of solid-ish play to unlock him. Having to replay the World Cup over and over again might possibly dissuade you as to how vital he actually is to unlock, mind. Which is why – if the idea of repeated play doesn't particularly appeal to you, wait for the inevitable cheat code... if all goes to plan, we should have it next issue.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TRUE CRIME STREETS OF LA

Looks like you've arrived just in the nick of time...

Nick Kang has been suspended from the force for some time and he'll need to learn these skills to help him become a cop again.

BEST PLAYED
After a holiday in Hollywood. It'll remind you of being scared walking the streets at night.

01 WORKING 24/7

IF YOU WANT TO BE THE BEST BOBBY, YOU CAN GO ABOUT IT IN TWO WAYS. HIT THE 24/7 MISSIONS OR JUST CHEAT!

BENT COP

If you don't want to play it clean, you can cheat. When you're on any driving mission, press pause, open the City Map and slap in the codes.

ALL COMBAT MOVES

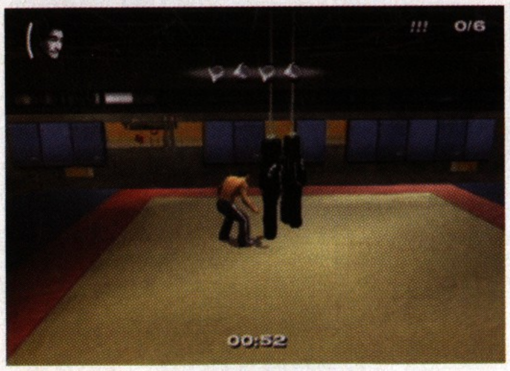
↑, ↓, ↑, ↓, ⊗

SHOW NICK'S CO-ORDINATES

⊗, ◎, ⊡, ⊛

BIGGER CARS

↓, ↓, ↓, ⊗



BONUS CHARACTERS

With these codes, you can be a bum. And by that we mean a tramp, but a big hairy arse. To play as any of these characters, enter the codes as your license name, then before you press ⊗ to select OK, hold R1 and L1.

Policeman Johnson	FUZZ
Swat Officer	5WAT
Commando	M1K3
Bum	B0OZ
Gangster	TFAN
Asian Worker	HARA
Punk	MINKY

WORKING 24/7

You simply won't be able to complete the later missions unless you're a tough cop. So you'll need to get most of the upgrades by completing 24/7 training missions. There are Driving courses, Combat Training and Firing Ranges dotted all over LA. You can get any of them whilst on the Bonus Cruisin' Missions - available once you've completed an episode 100% - or when you have to drive to a destination without a time limit. Remember, you can go back to any of the missions at any time, so if you need to upgrade before facing, say General Kim, you can go back to a combat mission. Also, you'll need shields to pay for a 24/7 mission. For those you'll need to solve crimes and be a good cop (See Hotshots, for Good Cop tips). If you want to get every upgrade it is useful to know where they all are – so, next issue we'll have the location of every 24/7 mission and every Dogg Bone (giving you the chance to unlock Snoop Doggy Dogg himself!).

True Blue: Look out for the blue 24/7 icons. And pick them up.
vd
NOW HIRING
+99
2x
36

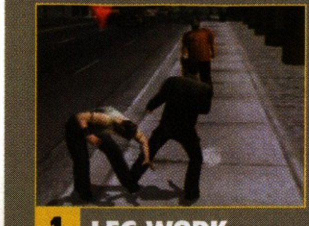
COMBAT TRAINING

The combat missions are fairly straightforward at first, but to get the more powerful combos, you need to have quick fingers. Use low kicks on the dummies, so you don't miss. Then when you knock out all the exclamation marks use your combo. That should sort the men out from the boys.

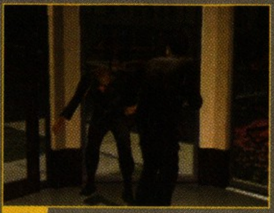
DRIVING COURSE

The easiest of all the upgrades to earn. Just follow the instructions. But it is best just to do the upgrade combo at the start and then just concentrate on finishing the course without hitting any of the barriers.

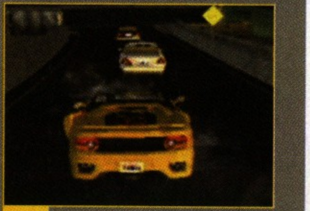
BEAT THIS → THINK YOU'RE A GOOD COP? COMPLETE THE GAME WITHOUT KILLING ONE INNOCENT CIVILIAN. AND



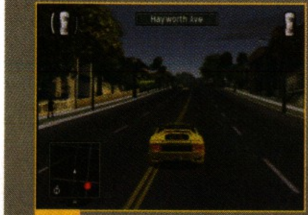
1 LEG WORK
You won't have unlocked the good grappling moves at the start of the game, so the best way to deck your opponents quickly and efficiently, and with some degree of hurt, is to kick them repeatedly in the legs. Looks rubbish. Isn't.



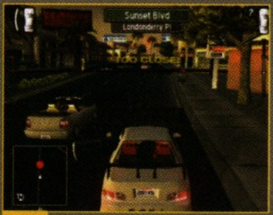
2 COMBO TIME
Look out for the exclamation marks as you can then start to stuff a few combos down the necks of hoods. Land a certain number of punches in a row and Nick will say "Yeah" and you can use a combo. Press ◎ and ⊗ together twice.



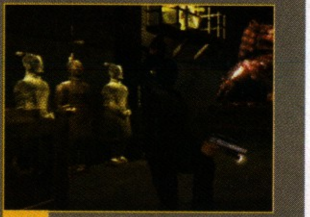
3 FREEWAYS
Forget about the snaking, boring, confusing freeways. Americans use them to beat the traffic, but here in virtual LA it doesn't matter if you go through a red light, so you might as well just ignore them and stick to the streets.



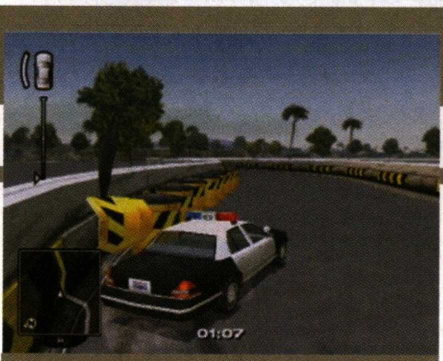
4 CRIME PAYS
You're boss will bug you with crimes that apparently need to be sorted right away. Of course if you need shields you should solve crimes. But if not, it is best to just solve the ones that are en route to your next mission or else you'll be dragged all over town.



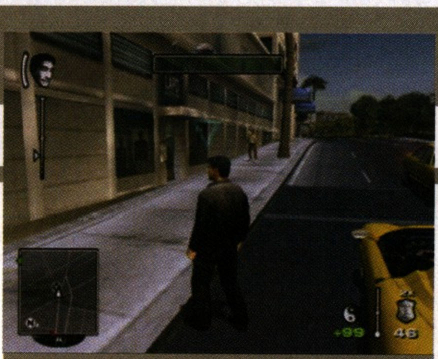
5 FAST CARS
Nick starts with a very slow brown car. It's worth searching around for a faster one like this in one of the missions which aren't timed. Then if it looks like your flash car is going to blow, head for a petrol station and drive into a garage to fix it.



6 GOOD GUNS
Nick's Pistols are pretty crap, so when you get a chance always pick up the enemies' weapons. They carry all sorts from Uzis to Shotguns and Rocket Launchers. But watch out since Nick picks up weapons slowly, so it's best to kill everyone first.



Time is on my side: You usually have plenty of time to complete the driving missions so you can be careful.

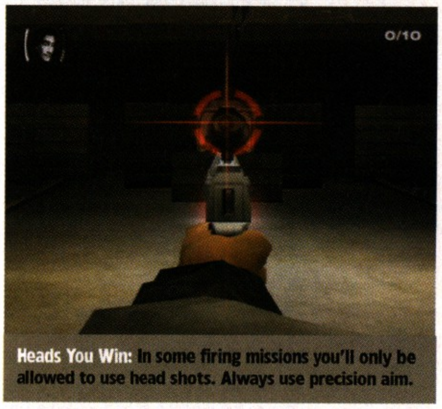


Solve Crimes: Each training mission costs one shield. Hang around and solve a crime if you're short.

You'll always have time to spare. For the Switchblade Upgrades you have to drive past the gates. Then when you hear the beeps, reverse and go through. For the Two Wheels upgrade, you can stick to the walls and you will miss the bollards.

FIRING RANGE

These are the hardest upgrades as most of them demand accuracy and speed, but you can slow things down by using precision aiming (vital for the Fast Reload, Laser Sight, Flash Light, Scope and Top Accuracy missions). To shoot a moving target, hold R1 to precision aim, and the action will slow down so you can shoot more easily and more accurately. Then once you've neutralized the target or shot the target in the head, reload and press R1 again so you can slow down the next target. Despite there being plenty of civilian targets around in the Hollow Point mission, it is best not to use precision aiming as the targets move very quickly. So just wait for the civilians to go away and then shoot quickly.



Heads You Win: In some firing missions you'll only be allowed to use head shots. Always use precision aim.

THEN YOU CAN LIVE FOREVER MORE WITH A CLEAR CONSCIENCE. ■

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

GOOD COP/BAD COP

If you're a bad cop, you won't be able to complete all the missions and will end up on the bad path. Also you'll lose shield points. So be nice.

Feeling Frisky: Frisk everyone if you need shields quickly.

Chase for the prize: Use the sliding move to hit running crims.

DON'T CUT CORNERS

If you cut corners, you'll run over civilians. Sometimes you can't help but be a bit reckless, but hopefully you will have a big enough cop rating to compensate.

ON THE BEAT

If you have failed a 24/7 mission and there are no crimes to bust, press ◎ to frisk passers by. If you don't find anything it doesn't matter – you're a cop afterall. Find some drugs or a weapon and your rating will rise.

NEUTRALIZE SHOTS

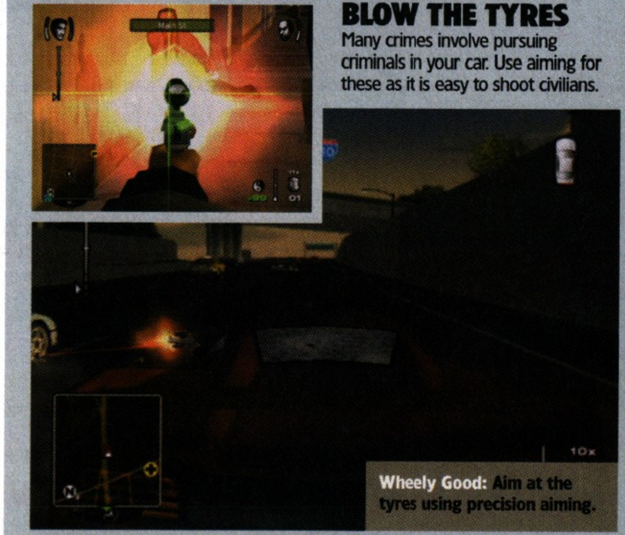
Once you have got the neutralize upgrade, you can use your gun at all times. Aim at the criminals and hopefully they will raise their hands. If they run, you can shoot them, but use a neutralizing shoot and you'll get a good cop rating.

STEALTH MISSIONS

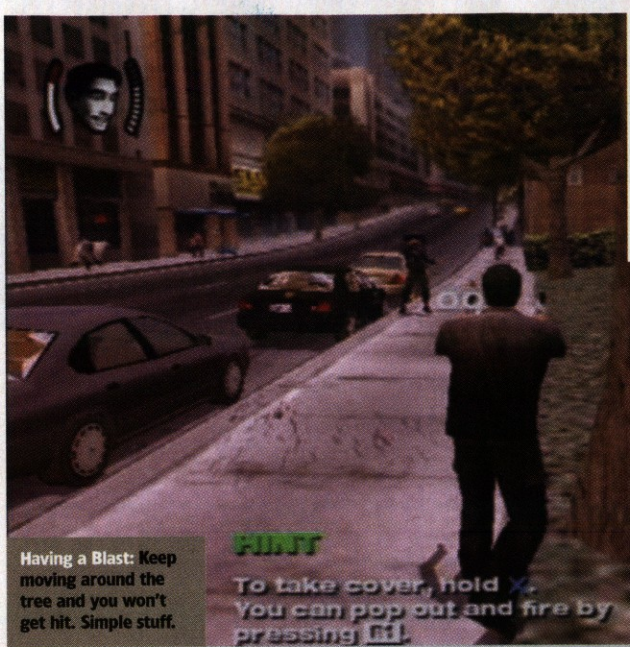
You can kill people in the styealth missions, but you won't get any good cop points for it. So always use the nice blow (Square) to ko enemies.

BLOW THE TYRES

Many crimes involve pursuing criminals in your car. Use aiming for these as it is easy to shoot civilians.

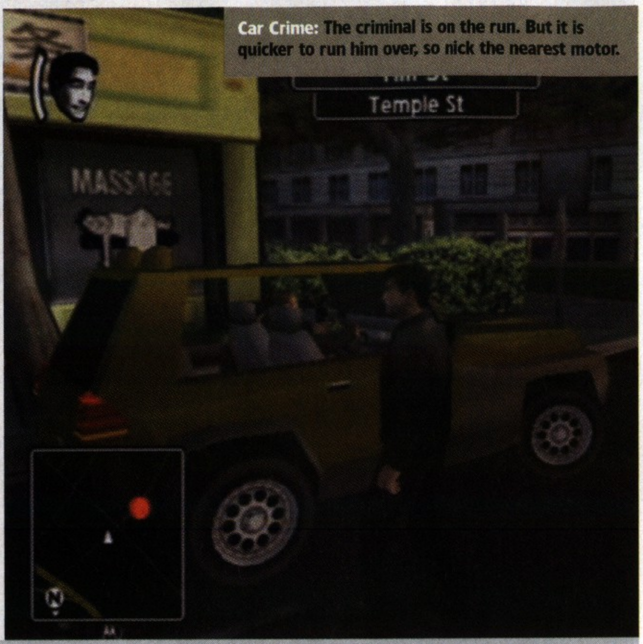


Wheely Good: Aim at the tyres using precision aiming.



HINT
To take cover, hold X.
You can pop out and fire by pressing R1.

Having a Blast: Keep moving around the tree and you won't get hit. Simple stuff.



Car Crime: The criminal is on the run. But it is quicker to run him over, so nick the nearest motor.

THE WALKTHROUGH

Kang you kick it? Read on to see how to complete every mission.

EPISODE 1 –

TRIAD VIOLENCE

SHOOTING PRACTICE

Simple stuff. Just keep moving and reloading before you run out of ammo. Keep an eye on your ammo and press R2 to reload when you've only got two bullets left.

RUSHING TO EOD

Do a u-turn and go left at 4th Street. Now take the second right up Broadway Street and you'll get to the station with at least 30 seconds to spare.

DRIVING FOR CHOW

The first mission where you are free to do what you want so solve crimes and load up on upgrades. There is a Firing Range on Main St, off 4th St and a Combat Training mission on 7th St between Grand St and Hope St.

TRIAD MUSCLE

Time for your first fight, so hit the Triad with a sliding attack. He doesn't defend his face, so kick him in the head and use a combo once Nick says "Yeah".

ROSIE TROUBLE

The hint at the bottom of the screen will suggest you duck behind the cars, but sod that. Bash R1 to shoot and move right around the cars and onto the grass. The Triad will carry on shooting ahead and you won't get hit.

BONUS CRUISIN'

Complete every mission in an Episode and you'll get some Bonus Cruisin' time. It is best to go for a combat bonus first. You can do two combos at training missions on Albert Kinney Blvd. Then head for the green bonus combat trial. Win and you'll earn the Whirlwind Throw. First you have to beat Master Chop Tao's students. Just use some low kicks on all of them and Chop Tao will arrive. Repeatedly punch him, use some finishing combos and you'll get the throw.

EPISODE 2 –

MEAN STREETS

CRUISIN' FOR LEADS

Drive to the destination on San Pedro Street in your own time, stopping off at the firing range on Boyd Street.

DOJO ATTACKER

You have to deck the kung fu fighter, so just watch his blocks and use combinations of low kicks and punches to wear him down. Two special combos should see him off.

RED LANTERN RUSH

Race straight down San Pedro Street and follow the bend onto Onizuka Street, then head left onto Los Angeles Street. Now go right up Broadway Street, take a left onto Temple Street followed by a right up Hill Street.

BAR BRAWL

Feng appears tough at first – he has a knife and if you try throws to get it off him, you'll fail. Instead, try a sliding kick first and force Feng into one of the corners of the bar. Now he can't escape and all you have to do is alternate between low kicks and punches.

CHASING TRIAD THUG

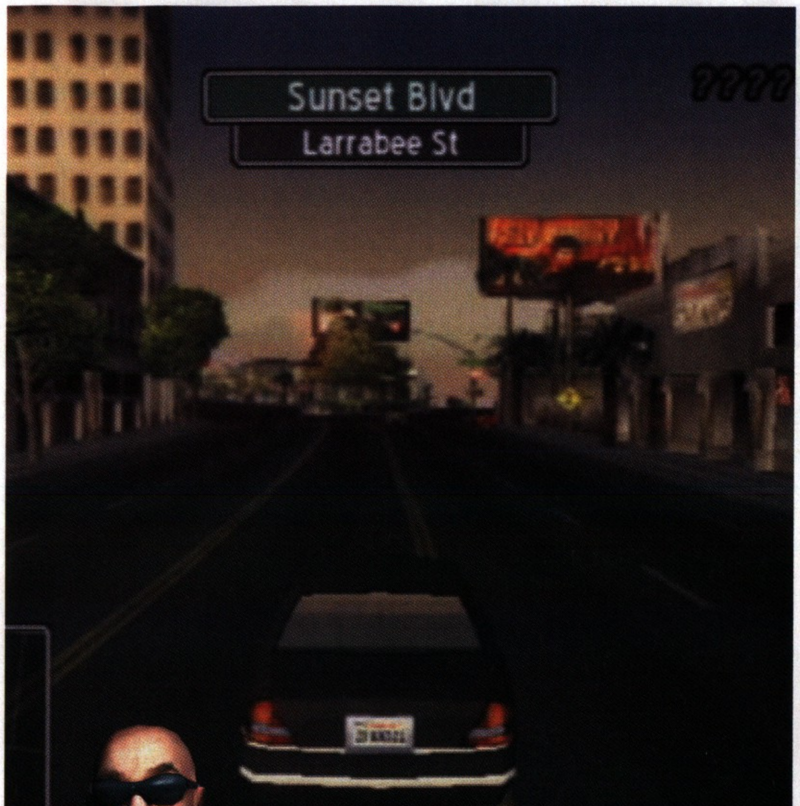
Don't chase the Triad on foot as you'll get shot. Instead commandeer the nearest car, drive after him wait until there aren't any civilians on the pavement, and run him over.

DRIVING TO JIMMY'S

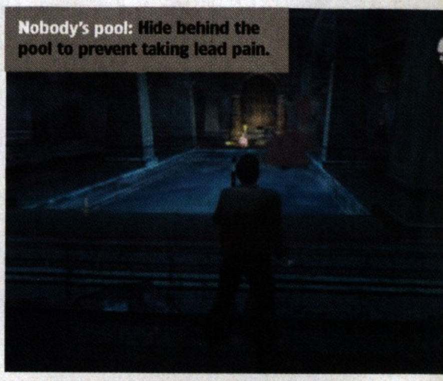
Another chance to solve crimes and earn an upgrade. There are loads of 24/7 locations in downtown, but unless you've gone good cop mental, you'll probably only have one shield, so go to the Firing Range on Figeroa Street

SNEAKING IN

Okay, this is the first stealth mission. You've got a Tranquillizer Gun, but you won't need it. Instead it's best to take the enemies out with a KO blow. So use ○ to hit them. Another tip – don't worry too much if they see you for a second. As long as you don't hear three warning bleeps you'll be fine. Now sneak behind the cabinet, pop out and hit the first



Map Dancing: Pause and look at your map to check out the quickest route.

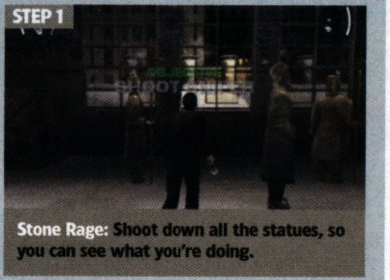


Nobody's pool: Hide behind the pool to prevent taking lead pain.

SNIPER ASSASSIN

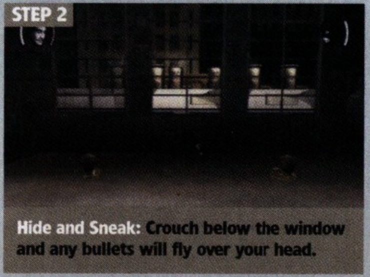
AFTER JIMMY'S AMBUSH, YOU HAVE TO TAKE OUT A SNIPER – BUT YOU CAN'T JUST SHOOT HIM LIKE YOU'D GUN DOWN ANY OLD ENEMY. NO WAY PEDRO. THIS IS THE FIRST TIME YOU HAVE TO USE PRECISION AIMING AND IT TAKES SOME GETTING USED TO. HERE'S A PIECE OF ADVICE: REMEMBER TO DUCK.

STEP 1



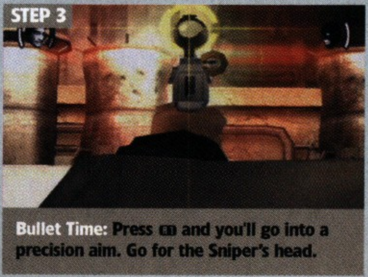
Stone Rage: Shoot down all the statues, so you can see what you're doing.

STEP 2



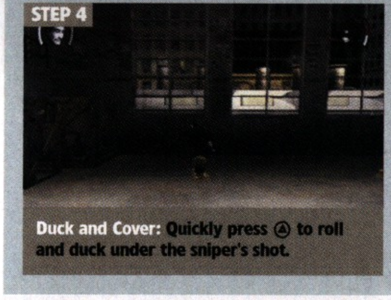
Hide and Sneak: Crouch below the window and any bullets will fly over your head.

STEP 3



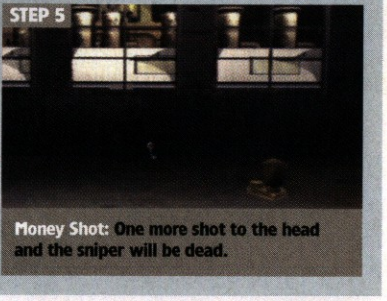
Bullet Time: Press R1 and you'll go into a precision aim. Go for the Sniper's head.

STEP 4



Duck and Cover: Quickly press △ to roll and duck under the sniper's shot.

STEP 5



Money Shot: One more shot to the head and the sniper will be dead.

bloke. Then back up against the statues, wait until the bloke walks to the left before hitting him and run behind the second pillar. Smash the next pair and go for the green marker, but be warned, another bloke will pop out, so you need to have quick reactions.

JIMMY'S AMBUSH

Now for a big shootout. Take it slow and you won't lose much health. Shoot the first bloke and crouch behind the cabinet, popping up to gun down the enemy behind it. Now run behind the lion statue on the right and blast the next enemy to your left. Grab his weapon and shoot the next guy who runs out of the door on the balcony. Nick his gun, go behind the next lion statue, shoot the bloke on the left, followed by another who runs out of the balcony door. Now the hard men come out, so shoot one on the left, grab the health from the middle pillar and crouch behind the cabinets. There are loads of enemies to shoot, but wait until they reload before popping your head up and shooting them dead.

BONUS CRUISIN'

There aren't many upgrades in the Wilshire area and seeing as LA is massive you ought to stick to the local area and solve some crimes, before heading for the Bonus Combat Mission on Ohio Avenue. Win and you'll earn the Arm Buster. Use some low kicks on the first set of four enemies. They're easy. The bloke who arrives on the scene is harder but never blocks his face, so bash □ repeatedly to deck him.

MEAN STREET ALTERNATIVE MISSION

Once you finished Mean Streets, completists can go back and try out this one. You've got to catch Feng and arrest him, so just get right behind him and blast his car. If you try precision aiming from the side, you'll be shot.

EPISODE 3 –

INTERNATIONAL TIES

OFF TO CHONG'S

Two places to stop off on the way. First the firing range on La Cienega Blvd. Second a driving upgrade on Civic Centre Drive. Now simply head for your destination

TAILING CHONG'S LIMO

This is pretty simple stuff. It's the first tailing mission, and it is really important to stay on the edge of the red danger mark. If you are on the mark, just tap ⊗ slowly to keep up. Then is the driver accelerates away, hold down ⊗ to get back up to just under the red. If you are spotted, brake and reverse quickly.

A STAKEOUT GONE BAD

The first escape mission is tough as you're driving a crap car. Take a right past the petrol station and take a left. Now take rights and lefts at every opportunity until you get to Hollywood Hills. Then speed up the grassy hill and you'll lose your pursuers behind.

DRIVING TO SPA

After the stress of the last mission comes a simple drive-to-destination job. Go to the Combat Training on Le Brea Blvd off Beverly Blvd.

SPA INFILTRATION

Now you have to sneak into the Spa, so knockout the first guy behind the lockers and wait for the next one to turn around before hitting him and running through the tunnel. Without breaking stride leg it through the tunnel and hit the waitress. Now, hide behind each cubicle, hitting each man or gimp as they walk out of the door. Through the tunnel, look out for the boxes on the floor. Walk into one and the bloke on the bed will get up and

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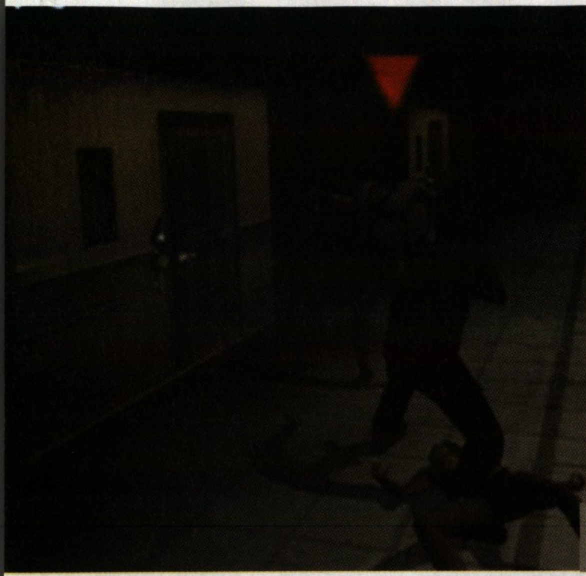
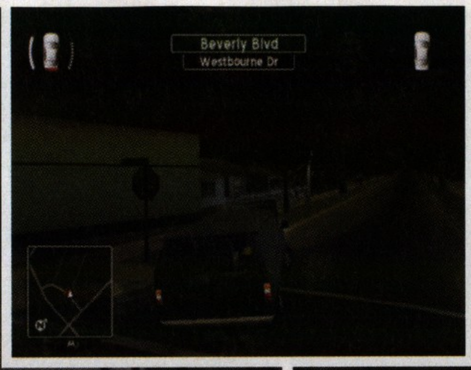
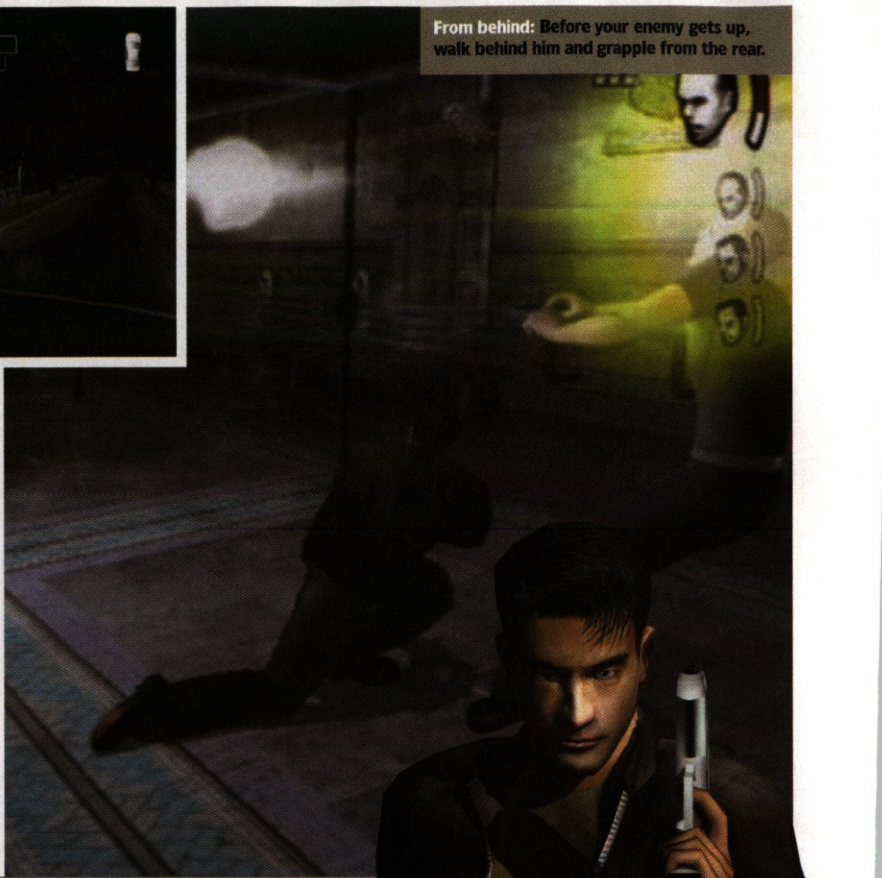
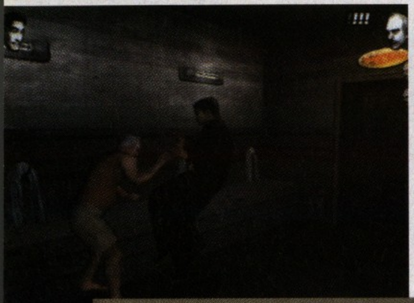


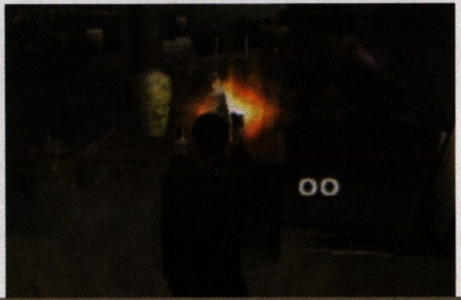
Bring out the gimp: You'll see some strange people in the baths.

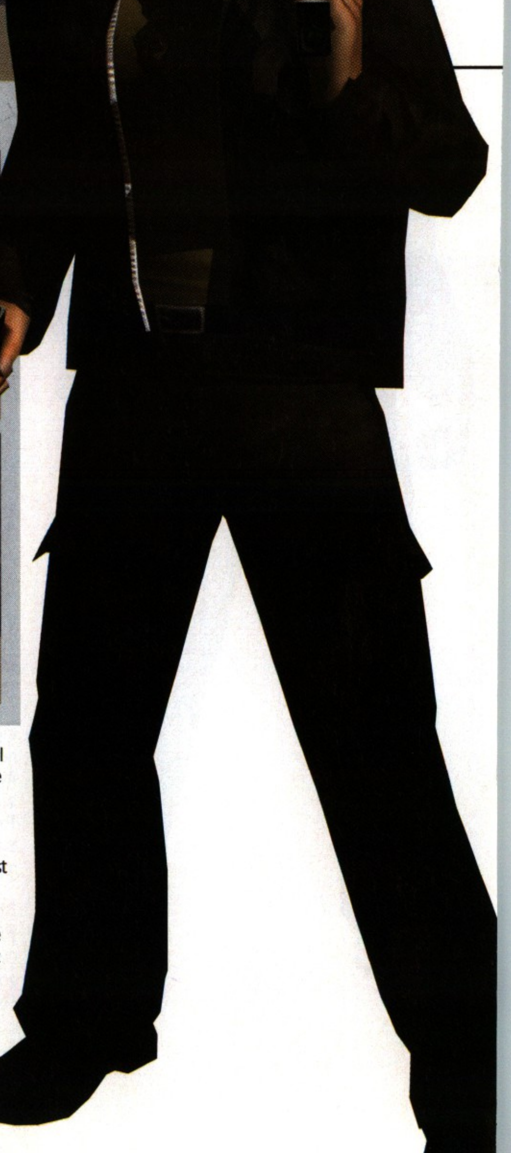




From behind: Before your enemy gets up, walk behind him and grapple from the rear.



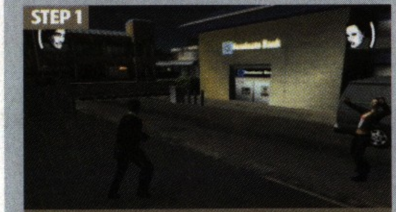




BUSTIN' LOLA

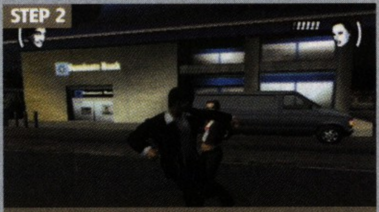
LOLA IS THE HARDEST ENEMY SO FAR AND YOU CAN'T BLOCK HER FORWARD FLIP MOVE. SO DON'T PANSY AROUND. JUST GET STRAIGHT IN THERE AND START THROWING THOSE PUNCHES AND KICKS.

STEP 1



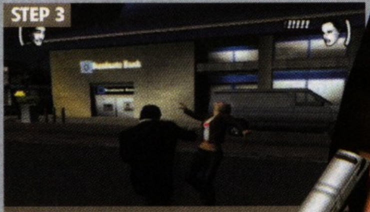
Flippin Hell: If Lola starts her forward flips, quicky press punch to block it.

STEP 2



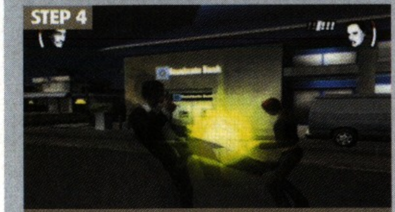
Block Party: Look to see where Lola is blocking her body and then get some hits in.

STEP 3



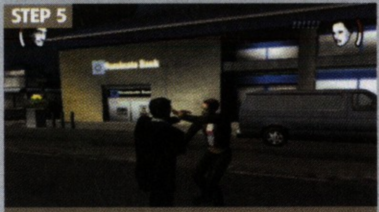
Hit Parade: Right, she blocked low, so punch her in the face.

STEP 4



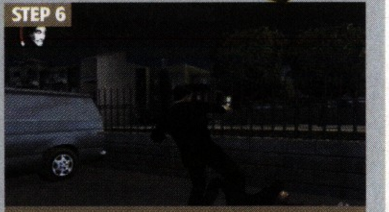
Flying Low: Then alternate punches with low kicks and she won't know what to do.

STEP 5



Chuck Her: Lola's quite good at blocking throws, so don't bother grappling.

STEP 6



Floored: When she's on the floor, try out an elbow drop to inflict some extra damage.

spot you. Hide behind the cauldron, sneak around the side and punch the bloke. Then, watching out for the boxes, hit the goon lying on the bed before he has a chance to react.

SHOWER ROOM ANTICS

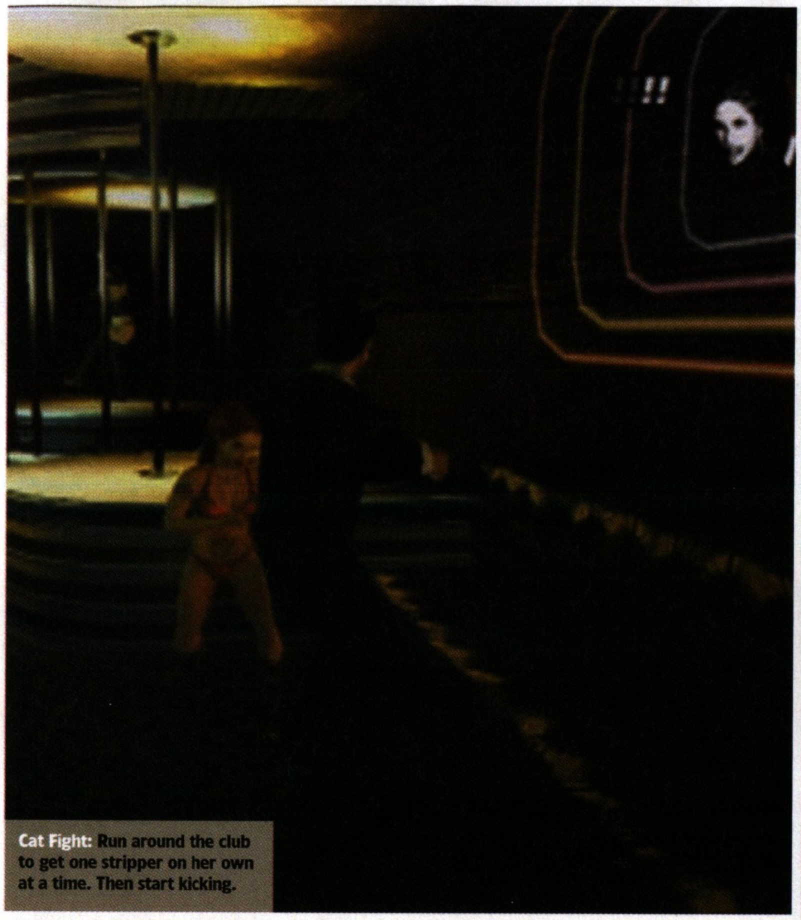
Now for a fight with some angry bathers. Force each one into the corners and use high kicks and punches. Then the main guy will come out. He blocks his face at first, so use a sliding attack to force him into the corner and kick his shins. When he blocks his legs, punch him.

FINALE: THE ACCOMPLICE

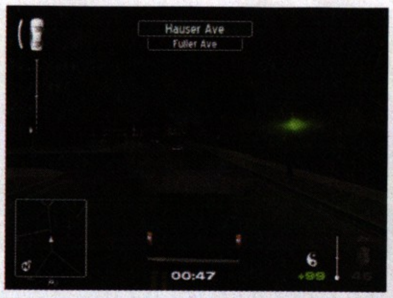
After the fight comes the shootout. Use the edge of the swimming pool as a hiding place. Crouch and shoot the blokes at the end of the room. Now quickly move around to the right hand side of the pool as two more men appear from the door to your left. Then go back to your starting position shooting the men who appear at the far end. Now there is nowhere to hide as enemies arrive from both doors, so you just have to keep shooting and reloading manually. Finally the hardest enemy will turn up and run down the right hand side of the pool. Keep hiding on the left side of the pool until he has to re-load, then shoot him down when he is vulnerable.

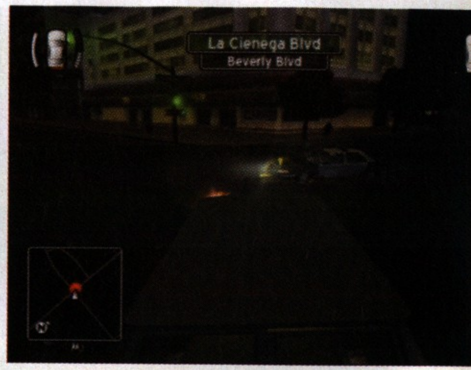
BONUS CRUISIN'

Once again go for the free combat move to boost your fighting ability. First though you can head for some combat training on Albert Kinney Blvd. Then go to the Bonus Combat icon to unlock the Arm Buster. Punch the first five blokes, then boot Dirty Morales, remembering to block if he lands one blow.

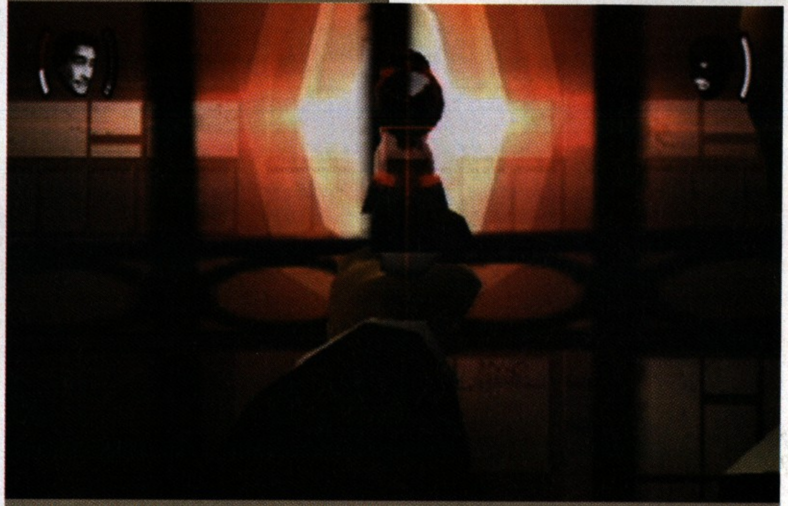


Cat Fight: Run around the club to get one stripper on her own at a time. Then start kicking.





Red armies and leggies: Use the slowed down target to take off enemy body parts. Have it!



INTERNATIONAL TIES ALT MISSION

Run around until you have got the man in the pony tail on his own (if you don't you'll be attacked by three enemies at once). Then using some low kicks, boot him into the poles and sinks for extra damage. The pony tail guy is harder than the other two fighters, so taking out them is easily done with low boots.

FIRST ENDING ALERT!

This is your first chance to take a different path. If you go for Con Girls, you'll be heading towards the first of three endings.

EPISODE 4 –

(ALT) CON GIRLS

STRIP CLUB DETOUR

Spend some shields on the Driving Course on Gower Street and the Firing Range on Vine Street.

CAT FIGHT

These ladies mostly slap with their hands, so kick their shins in. Then when the next girl arrives, kick her and nick her weapon. Now start bashing ◎ to slash the next two women with your weapon. Finally high kick their boss.

CRUISING FOR LOLA

Just go to the Combat Training on Santa Monica Blvd. off Vine St.

THE DRIVING TEST

The windy roads make this racing mission tough. Head for Hauser Avenue, before turning left into 3rd St and take a right at La Cienega Blvd.

POLICE GETAWAY

The police are on your tail and you're driving a very slow van, but it is pretty much bullet proof, so you can brake, reverse and gun 'em down.

BUSTING LOLA

Lola has set you up and you have to arrest her. But she'll put up a fight and she's tougher than anyone you've faced so far.

SNIPER REDUX

There is no point in hiding behind the wall here as the sniper will blow it away. It is tricky to see through the railings so run until you get a clear shot, zoom and wait until your target goes red before shooting. Then roll to avoid a sniper bullet.

BONUS CRUISIN'

Bonus Weapons

Go to Glen St to get your .40 Revolvers. This is easy. Just hide behind the wooden fences, pop your head up and shoot the dummies and you'll get your new revolver.

CON GIRLS ALTERNATIVE MISSION 1

Lola Rush

Start by speeding down Sunset, then take a right down Van Ness, then turn left at Melrose. Now keep going until you see the green marker off Melrose.

CON GIRLS ALTERNATIVE MISSION 2

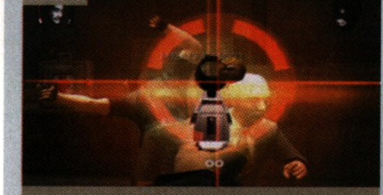
Five Laps: You can ram Lola's car into barrels in this five lap race around the parking lot, but it is easier to rely on your own speed because by ramming you can cause yourself to crash toosteve. After all she is in a van. Just use handbrake turns on every bend and speed up on the straights.

➔

HOSTAGE CRISIS

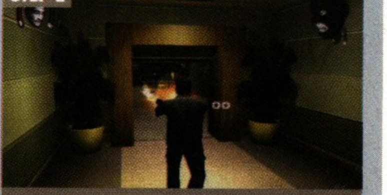
SAVING HOSTAGES IS GOOD FOR YOUR COP RATING, SO DON'T GO IN ALL GUNS BLAZING...

STEP 1



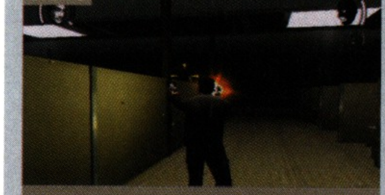
Arm and Dangerous: Use a neutralising shot to shoot the first terrorist in the kneecaps.

STEP 2



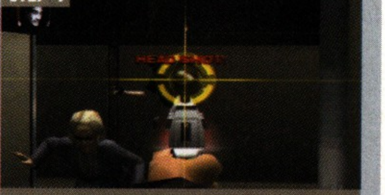
Gunning for Glory: Grab the Uzis and blast the enemy with a couple of pumps.

STEP 3



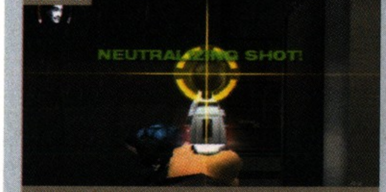
Health Service: Grab the health by the book case on your left before another blast.

STEP 4



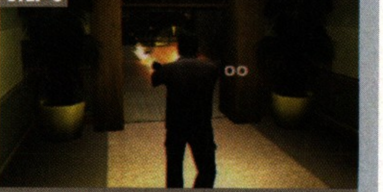
One Shot Kills: There's another hostage to your left, so aim for the enemy's head.

STEP 5

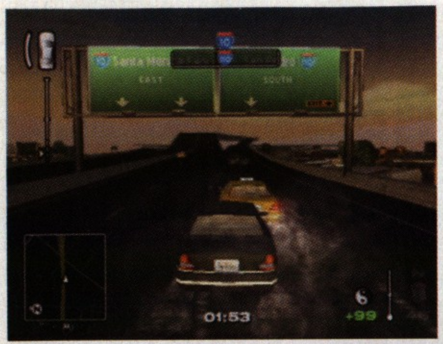


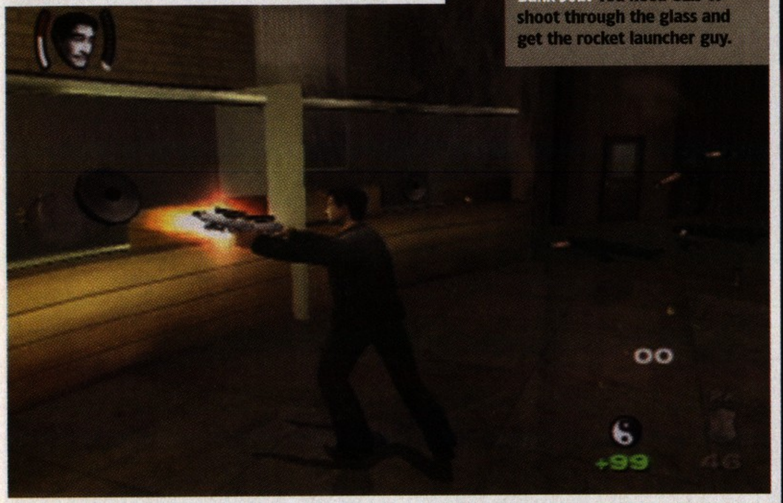
Shoot to kill: Now it gets hard, so just start blasting and forget about the hostages.

STEP 6



Pump Action: Uzi Time. Just blast and go for the green marker. Once done, it's over.





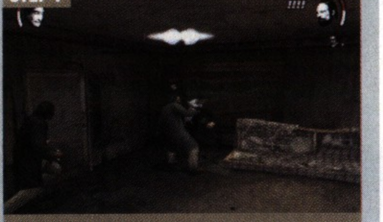
Bank Job: You need Uzis to shoot through the glass and get the rocket launcher guy.

General Tips: Kill the general and you'll get the bad ending. Just two more to get.

BUM ENCOUNTER

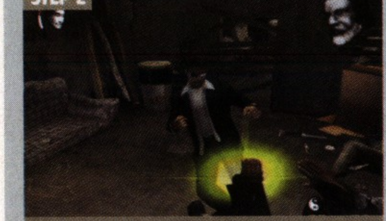
FIGHTING TRAMPS SHOULDN'T BE HARD. AFTER ALL THEY'RE JUST EXTREMELY DRUNK AND CARRY HORRIFIC DISEASES. BUT AFTER TAKING ON THE FIRST TWO BUMS, COMES ONE OF THE TOUGHEST FIGHTS IN THE GAME. IT'S THE LADY TRAMP AND SHE SLAPS HARD. JUST BE PATIENT AND YOU'LL SEE HER OFF WITH SOME THROWS.

STEP 1



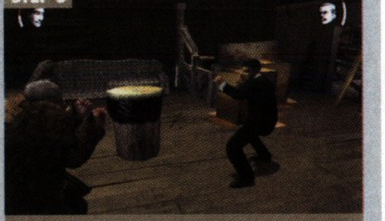
Bum Rush: Go for the bum in the dark green shirt first. Use the old low kicks.

STEP 2



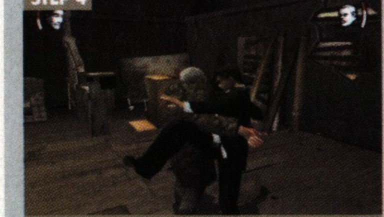
Tramp David: Again use low kicks to deck the second bloke. Shouldn't be too hard.

STEP 3



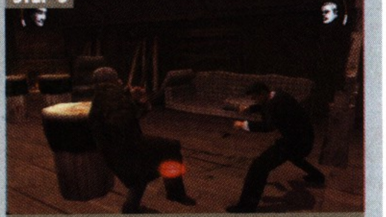
The Lady is a Tramp: For starters, block the old scabby tramp woman's attacks.

STEP 4



Throwing Up: Counter with a throw. If you try anything else you'll get hit.

STEP 5



Slow Throw: It's slow work, but you'll have to block again and try a different grapple.

EPISODE 5 –

(ALT) HIGH-RISE TERROR

THE AIRPORT LEAD

On the way to the airport, head to the Driving Course on Airport Avenue.

CHASING ASSASSINS

The gunmen in the back of the van are armed, so use some precision aiming to take them out first. Then just get right behind the van and unleash a volley of bullets until it explodes.

A RACE DOWNTOWN

Unless you know the freeways this can be tricky, but take the Grand Exit and you'll be laughing. Just drive straight on, drive onto Grand Avenue and speed north until you reach your destination

BANK STANDOFF

You can't hide behind the police cars as they'll blow up under heavy gunfire, so circle to the right of the first police car, and shoot the two guys, then nick their weapons and use the same tactics until you reach the last car. If your target moves towards the snipers in the windows, move it to the enemy on the ground. Then when everyone down below is wiped out, use precision aiming to take out the snipers. Finally, gun down the two blokes as they arrive from the door.

LOBBY FIREFIGHT

More gun battles. This time, just circle the room shooting everyone who gets in your way. When the grenade man shoots at you from behind the desks grab an Uzi and shoot at him through the perspex.

FINALE: BAD POLITICS

The first of two fights with The General. These are tougher than anything in the game. Run into the corner, then circle him so you've got him against the barrier then tap ⊚ to smack the General with jabs to the face. Alternate it with the odd low kick if you keep missing. High kicks leave you open to attacks, but for more powerful moves you can try some running punches. You need quick reactions too. If he moves back to do a power shove, quickly tap ⊚ for a counter punch. He doesn't like throws, so when he's groggy, use the Boxing grapple you learned earlier. **Unlocks Poor Ending**.

HIGH RISE TERROR ALTERNATIVE MISSION

Going Up: It's a bit like the Hostage gunfight, only without the innocent civilians spoiling the fun. There are enemies on every corridor, so back up against each wall to assess the situation, then do a bullet time dive out and start shooting. Then get up, gun down the enemies, grab their guns and repeat this trick until you get to the top.

EPISODE 4 –

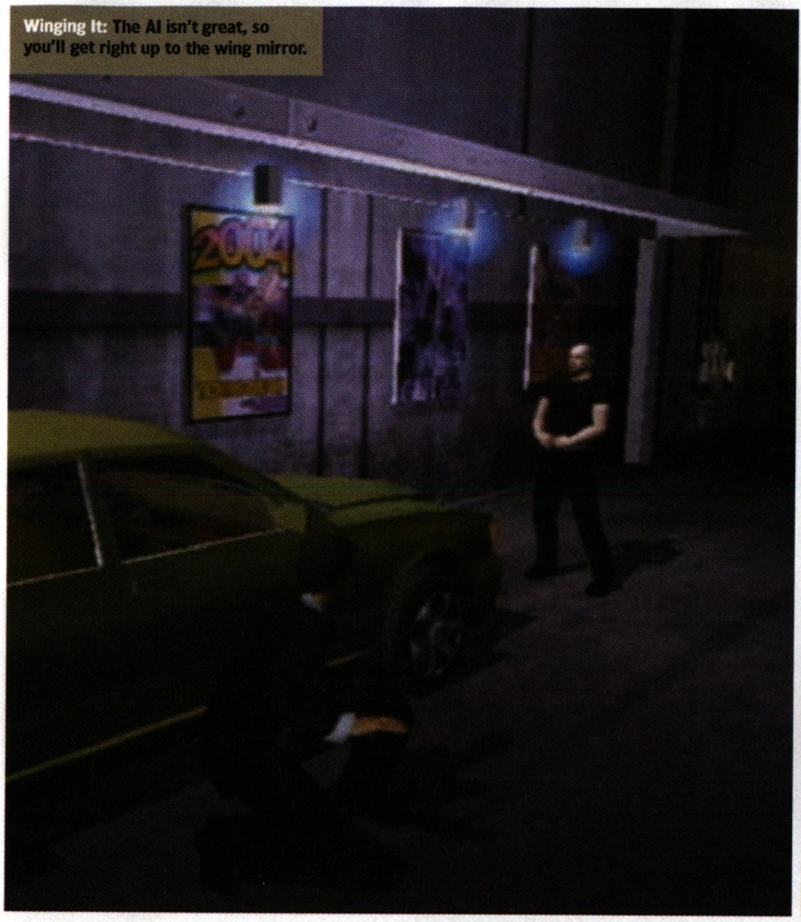
RUSSIAN FACE OFF

EN ROUTE TO AUTOSHOP

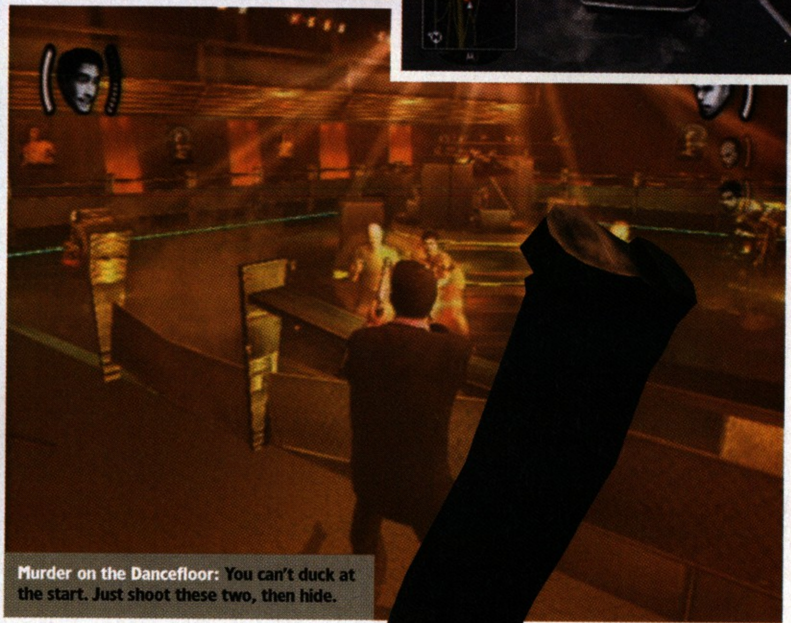
There are two upgrades on route (or should I say en route) to your next destinations. A driving one on 4th Street and a Firing range on Arizona Ave.

GREASE MONKEYS

The chap you were after wouldn't give you information and he's got some help from a fat bloke and his mate. They'll both go for you at once,



Winging It: The AI isn't great, so you'll get right up to the wing mirror.



Murder on the Dancefloor: You can't duck at the start. Just shoot these two, then hide.

so get a few steps behind the barrels. They'll hit the barrels and they'll explode, knocking off half their energy. Then use low kicks on the fat one, then some kicks and punches on the other chap. Once they're both defeated another enemy will turn up. Alternate between kicks and punches so he cant block and use a few of your combo grapples.

CHASING FRANCIS

This is ridiculously easy as you just have to destroy Francis' car. Ram his motor and keep shooting until his car blow up.

OFF TO THE GULAG

It's a long way to the Gulag in Hollywood, but there is only one upgrade on the way. Combat Training on Sunset Blvd.

ANOTHER WAY IN

Now you're at the Gulag you have to sneak inside, so crouch behind the car on the left and sneak around it until you reach the wing mirror. Now when the guard turns around, hit him on the back of the head and run behind the lorry. The man at the end will turn around before you get there, but he won't have enough time to alert anyone, so don't hesitate and hit him. Sneak next to the gate and you'll see two people in the car park. Don't worry – they're pretty thick. When the chap on the left turns around, hit him before taking out the next guy. Now run for the green bin, sneak along the wall, hit the bloke and before you get to the green marker smash the man who comes out of the door.

DISCO INFERNO

A shootout in a disco. Must be the music. The best thing to do is stick to your position. You can crouch behind the barrier and shoot everyone at the far end. They will hit you occasionally and you'll have to switch targets to the enemies who shoot at you from the balconies on the left. Anyway, when the only person left is the sniper, grab the health pack and crouch behind the speaker on the circular table in the middle of the room. You need to be a few steps behind it or you won't be able to see his head. After he fires, get up and use your scope to get a head shot.

CARY IN TROUBLE

It's a race to Downtown to rescue your brother. If you're in Nick's brown car, you need to get out and find yourself a faster vehicle as you won't make it in time. Once you've got good wheels, drive straight down Hampshire and take a left at 3rd St. Keep driving up here until the road forks into 4th St. Carry on up 4th until you reach the green blob.

VANDAL WRATH

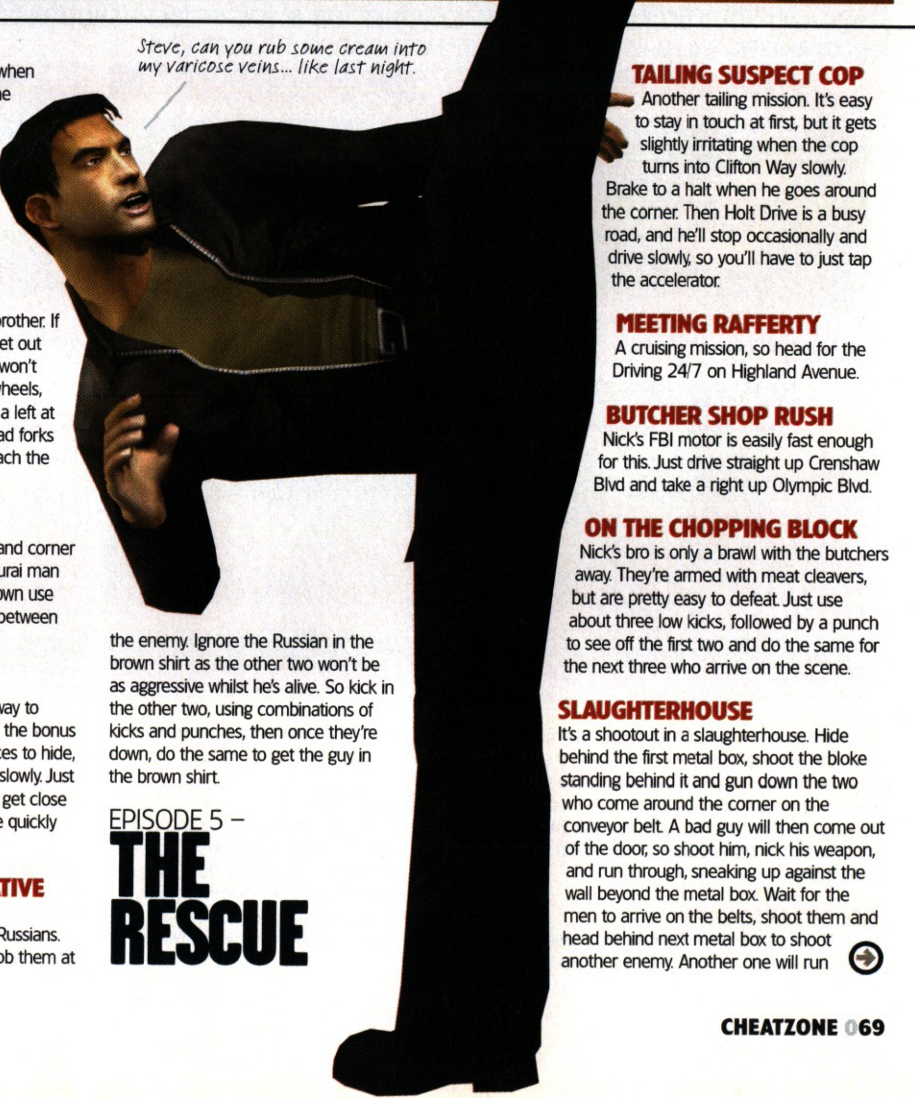
There is a small sword in the top right-hand corner of the room. Grab it and go for the Samurai man first, slashing his face open. Once he's down use low kicks on the bald guy and alternate between kicks and punches for the other fighter.

BONUS CRUISIN

There aren't any 24/7 upgrades on the way to Pico Blvd, so just go for the .45 pistols in the bonus weapon mission. There are plenty of places to hide, but you'll probably get shot if you take it slowly. Just run through, strafing and shooting. If you get close to the targets they won't be able to move quickly enough to hit you.

RUSSIAN FACE OFF ALTERNATIVE MISSION

Alley brawl: Another fist fight with some Russians. Kick the boxes to get some bottles and lob them at the enemy. Ignore the Russian in the brown shirt as the other two won't be as aggressive whilst he's alive. So kick in the other two, using combinations of kicks and punches, then once they're down, do the same to get the guy in the brown shirt.



Steve, can you rub some cream into my varicose veins... like last night.

EPISODE 5 – THE RESCUE

TAILING SUSPECT COP

Another tailing mission. It's easy to stay in touch at first, but it gets slightly irritating when the cop turns into Clifton Way slowly. Brake to a halt when he goes around the corner. Then Holt Drive is a busy road, and he'll stop occasionally and drive slowly, so you'll have to just tap the accelerator.

MEETING RAFFERTY

A cruising mission, so head for the Driving 24/7 on Highland Avenue.

BUTCHER SHOP RUSH

Nick's FBI motor is easily fast enough for this. Just drive straight up Crenshaw Blvd and take a right up Olympic Blvd.

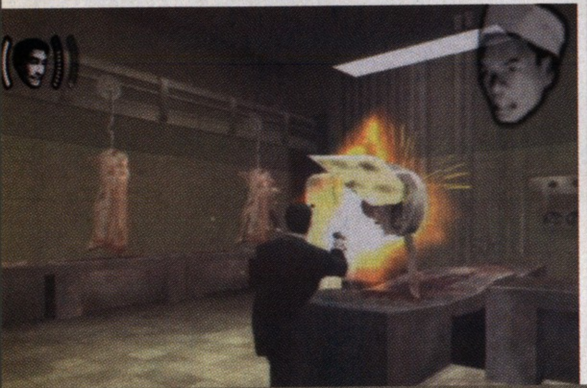
ON THE CHOPPING BLOCK

Nick's bro is only a brawl with the butchers away. They're armed with meat cleavers, but are pretty easy to defeat. Just use about three low kicks, followed by a punch to see off the first two and do the same for the next three who arrive on the scene.

SLAUGHTERHOUSE

It's a shootout in a slaughterhouse. Hide behind the first metal box, shoot the bloke standing behind it and gun down the two who come around the corner on the conveyor belt. A bad guy will then come out of the door, so shoot him, nick his weapon, and run through, sneaking up against the wall beyond the metal box. Wait for the men to arrive on the belts, shoot them and head behind next metal box to shoot another enemy. Another one will run

Crenshaw Blvd
Pico Blvd
02:04
+99

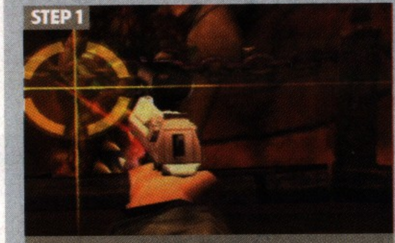


Tails You Win: Okay you're being followed. Take every single corner to escape your foe.
Hoover St
Carondelet S
Norwich Dr

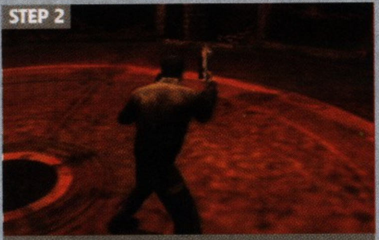
THE FINALE: THE NIGHTMARE

THIS ISN'T YOUR USUAL RUN-OF-THE-MILL POLICE JOB. IF YOU THOUGHT SHOOTING DEMONS HEADS WAS SILLY, NOW ANCIENT WU BRINGS OUT HIS ULTIMATE WEAPON. IT'S A DRAGON.

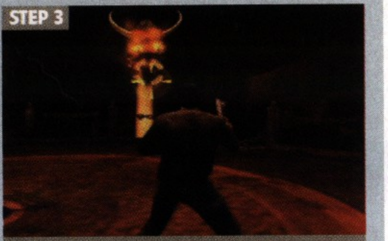
STEP 1


One in the Eye: Aim for the dragon's eyes and when you hit him, stop precision aiming.

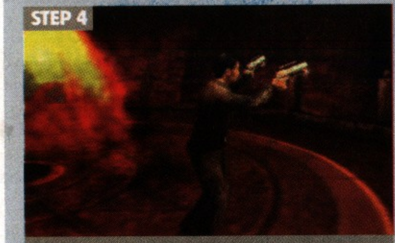
STEP 2


Heads Up: Back in precision aiming, fire at the dragon's head.

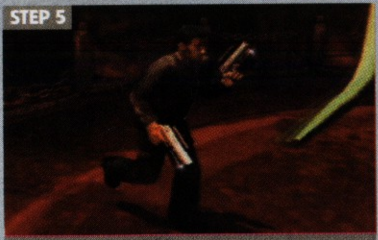
STEP 3


Bum's on Fire: If you haven't got time to be precise you can just aim normally.

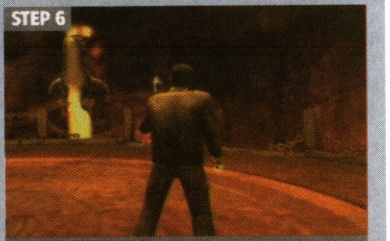
STEP 4


Leg It: Then when the dragon breathes fire, run back, watching out for the broken fence.

STEP 5


Having a Turn: Quickly turn back to avoid the dragon tail which whips onto the floor.

STEP 6


Dragon Death: This will take around fifteen minutes, but you'll see the dragon explode.

out of the door so shoot him, then grab the health pack behind it. Again get behind the box and shoot the fellas coming around on the belts. Finally shoot one more person and you'll see the green marker. Don't run for it. Instead hold back and wait for three more enemies to come out of the door and blast them.

THE GREAT ESCAPE

The rival car is faster than yours, so you'll have to go right and take every turn. Just take a right, followed by a left and another right and so on. It's boring but it's pretty effective for all that.

BONUS CRUISIN'

On the way to the Bonus weapon mission, go to the firing range on La Brea Blvd. Now it's time to unlock the .50 pistols in the Bonus Firing Range. They're very fast shooters, but their fire doesn't have much range, so if you keep you run back when you see a target you won't get hit. Now just fire.

THE RESCUE ALTERNATIVE MISSION

Peking Duck: This is a strange alternative mission as it's just a case of cruising to the butcher shop. There is a driving and firing range 24/7 to the east of Peking Duck on Olympic Blvd.

AVERAGE ENDING ALERT!

If you take this path, Nick's brother will have been killed and you chase after Rocky. The first mission is easy. Just drive Straight up La Cienega Blvd and take a right at Sunset Blvd. Job done.

EPISODE 6 – (ALT) REVENGE RUSH

ROCKY'S GETAWAY

Now you should have the P.L.T move you don't even have to shoot Rocky's limo. Just catch up with him and smash his motor in the side at a 45 degree angle.

THE BODYGUARD

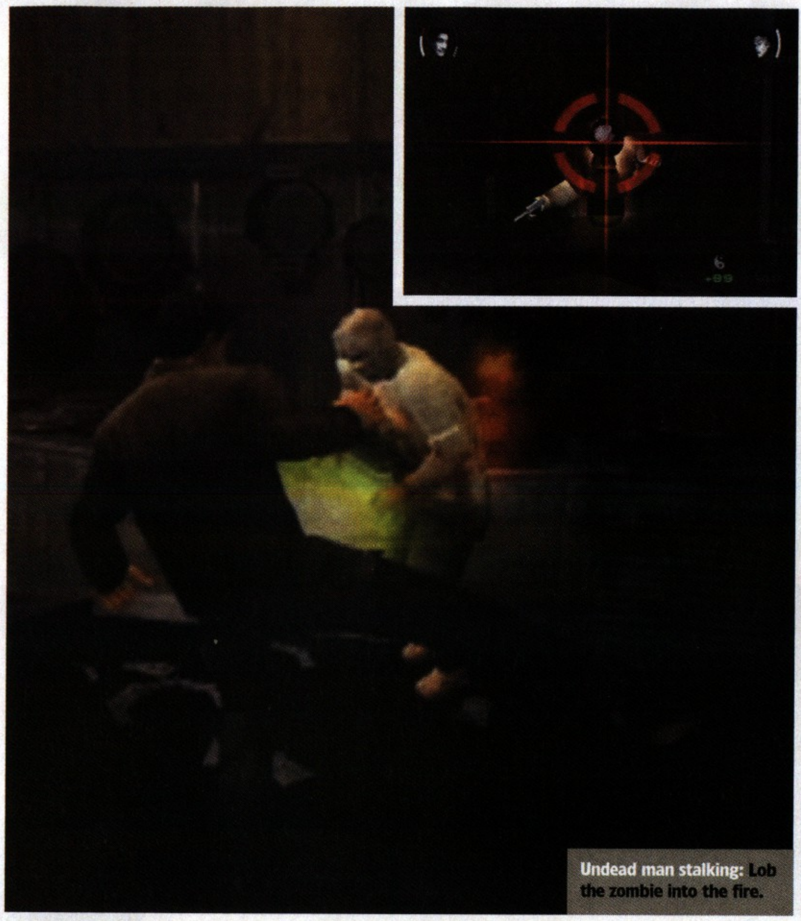
Just use some low kicks on Misha and you'll only need one combo to see him off. Now Nick will break his neck.

WU'S TURN

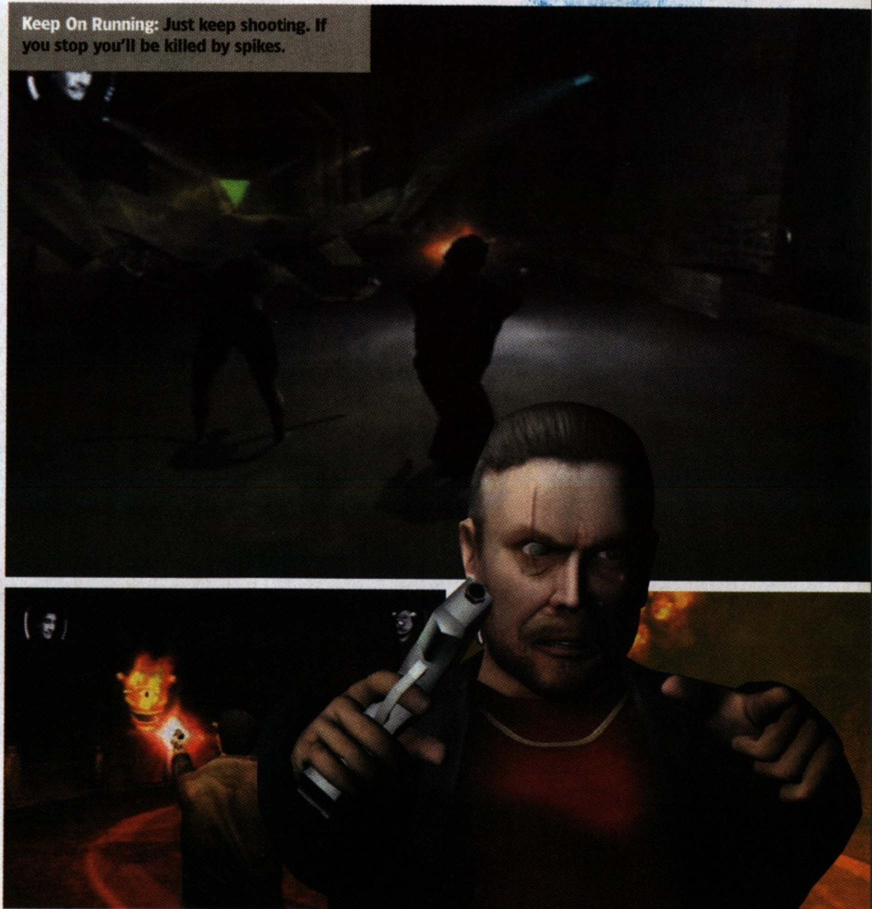
On this cruise you should head to the Combat 24/7 on College St off Main St.

PAYBACK

This is the hardest gunfight so far as there aren't convenient boxes to hide behind on the way around. There are two wooden arches near the start though, so hide behind the wooden wall to the right of the archway, pop out and shoot. Now you need to draw people back to this point, so walk to the right and as soon as you see a target, run back to the archway, hide and shoot. Do this until you get the health pack on the far right of the restaurant. Then go through the next archway and do the same. For the final waitress by the green marker you'll have to pick up some big weapons and hide behind the wall, pop out and shoot one person, before hiding and blasting the next one.



Undead man stalking: Lob the zombie into the fire.



Keep On Running: Just keep shooting. If you stop you'll be killed by spikes.

OFF TO THE AIRPORT

Try a shooting upgrade on Sepelveda Blvd.

ROCKY'S LOOT

Another simple escape mission. Once again you're in a big, tough truck. So there is no need to escape. Just brake and gun down the cars.

BONUS CRUISIN'

There aren't any 24/7s on the way, so head for the Car icon to take part in your first Street Race. Before you get there make sure you've got a fast car, then race north up Peck Drive, following the road into Camden Drive and take a right at Santa Monica Blvd. Go left at Sierra Drive and turn right at Sunset. **Unlocks the Mustang.**

REVENGE RUSH ALTERNATIVE MISSION

Gulag Goons

If you're doing this mission once you've completed the game, you should be used to Misha by now. Get him on his own, and block and use punches top knock him down. Then when he's down, use a ground attack, and quickly move behind him before grappling him to the ground. Once again you can take advantage of the Gulag's amps. Kick Misha's mates into an amp to electrocute them.

EPISODE 7 –

(ALT) BLOOD MONEY

RACE TO ROCKY'S LAIR

Now you've got the Mustang, this race against the clock shouldn't be hard. Turn around and take a right up Pico Blvd, then right at Haywater St.

KINKS IN THE PATH

Run through hitting everyone with ⊡ until you get past the second gimp. Then avoid the boxes and hit the bloke who is lying down, before running straight down the corridor past the two women who are patrolling beside the roped off section on the right. Now try not to hit the boxes, but if the enemies spot you, carry on straight and try and hit them before they raise the alarm. Finally don't try and sneak towards the end as you'll be seen. Instead run straight through and hit the gimp.

FREAK SHOW

Three laydeez start a fight, but you'll see them of easily. Just use high kicks on the one in the black top and try out some low blows on the other two. The gimps are weak, so just batter them with low kicks.

CHINATOWN SHOWDOWN

This is the biggest shootout in the game and there is no place to hide. Shoot the first two people, then get behind the statue before gunning down the people on the roof. But you can't stay there. Run towards the path and now run around the path shooting everyone. Once you're down to half health, turn back to the middle, then head out from the statue and grab the health from the pole on the left. Then go back and keep moving and shooting.

LAST STAND

Don't try and be clever by punching Rocky or using high kicks. If you try this he'll get some powder out of his pockets and chuck it in your face, before kicking you in. So to stop him going for his pockets, just use low kicks all the way. **Unlocks Average Ending.**

EPISODE 6 –

HOUSE OF WU

OFF TO WU'S

Cruise to Temple Street for a shooting session and then onto College St for some combat training

UP THE FOOD CHAIN

Another sneaking mission, but far easier than Kinks In The Path. It's in the same restaurant as the shootout earlier. Just back against the arches, and sneak out hitting the enemies with judo chops. Also watch out for the chairs as if you walk into them you'll alert the guards.

KITCHEN INSPECTION

Decking the three chefs is simple. They've got cleavers, but just boot them in the legs and they'll be done for. But now it all gets a bit weird as a zombie. Move around him until he is between you and the ovens. Then use high kicks to boot him and the ovens will explode into flames, causing him to lose health.

SEEKING ANCIENT WU

Use the Flashlight and gun down the first three enemies, then when you reach a T junction, go right, kill a zombie and grab the health pack. Then turn around and go straight ahead, sticking to the right-hand wall and shooting every zombie. Take every right turn and you'll eventually get to the exit.

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El Camino Dr

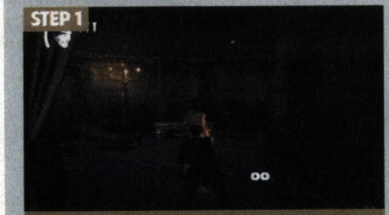
Seeing Fed: You can't block the FBI agents as they'll hit you with their weapons.

Fast Cars: Look out for any gaps in fences when you're trying to make a quick getway.

HANGAR SHOWDOWN

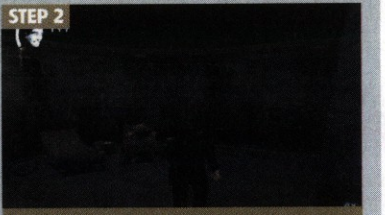
KANG VS ROCKY'S ARMY. LUCKILY YOU'VE GOT SOME HELP IN THE FORM OF EXPLOSIVE TANKERS. SHOOT THEM FOR MULTIPLE DEATHS.

STEP 1



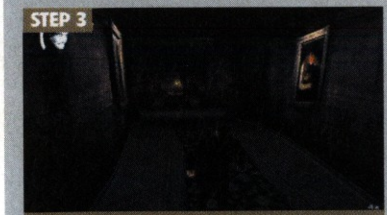
Circle Them: Start by circling around the first set of commandos and shooting.

STEP 2



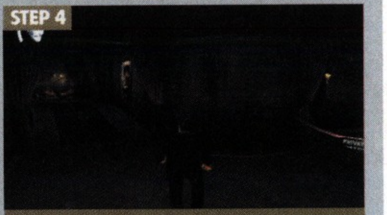
Reload: Wait for the commandos to reload and aim at the tanks to cause an explosion.

STEP 3



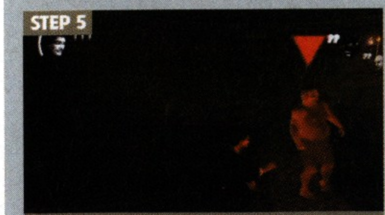
Shoot the Sniper: Move your aim to the sniper first of all and take him out.

STEP 4



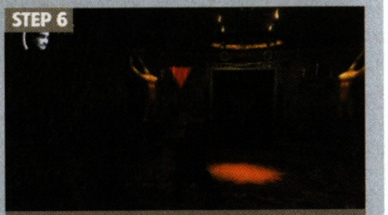
Barrel of Fun: Shoot the barrel on the right to take out another commando.

STEP 5



More Barrels: Aim at the barrels to get the guys on the ground then get the sniper.

STEP 6



Tanks a lot: Gun down the Tankers again, then shoot the grenade launcher guy first.

DIE DIE MY CONCUBINE

Ancient Wu's hands are on fire, so don't attempt to throw them or punch them. So you'll have to use your trusty low kicks again. Just boot them until they disappear. Then run away and start kicking again. The only thing to watch out for is the gaps in the fence. Fall into the flames and you're toast.

INNER DEMONS

Three demons heads spin around the room and you've got to shoot them. After about thirty seconds of circling the room they'll head for your face, so move around to the right of the right-hand demon head to avoid them and start shooting again. Keep using the same trick for every demon.

BONUS CRUISIN'

This is the shortest Street Race. Win and you'll unlock the 68 Classic Car. Just drive North up Main Street and turn right onto Pico Blvd.

HOUSE OF WU ALTERNATIVE MISSION

A wall of spikes is closing towards you and zombies are attacking. There is no time to mess around. Just run forward and shoot. Even if you haven't shot all of the zombies before you run past them, carry on going as Nick will turn around and auto aim.

EPISODE 7 – FINDING ROCKY

IN THE DRIVER SEAT

Head for the Firing Range on Little Santa Monica Street off Inglewood way before taking on the Driving Course on Brighton Way.

PRESSING RAFFERTY

Force your enemy in the corner and smash him with low kicks. Ridiculously easy.

ON RAFFERTY'S TAIL

Rafferty takes corners really slowly, then speeds up before getting stuck in traffic. So before you get to a corner, slow to a halt, then when the marker goes half way between the red and half way point, speed up. On the straights you might have to break sharply and tap the accelerator to keep up. Just don't get too close.

ESCAPING THE FEDS

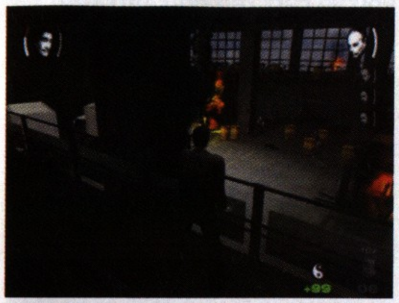
If you got the 68 Classic Car in the last Bonus Crusin' Mission, this is simple. Just turn right and speed down Wilshire.

RAFFERTY'S DATE

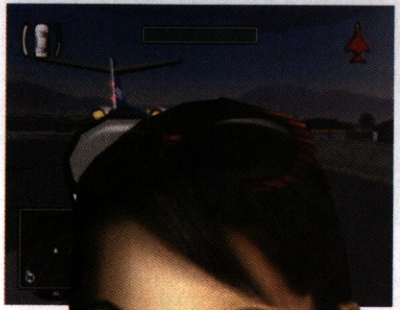
Two tedious tailing missions in one episode. Exactly the same as before – Rafferty isn't a dangerous driver and after speeding up Civic Centre Drive, he turns painfully slowly into Pal Drive. He repeats this trick for every corner, so don't take a corner until he is out of sight.

EAVESDROPPING

It's another stealth mission and it's all rather simple at the start, but after you've hit the bloke by the yellow barrels (make sure you don't touch the barrels) you have to be quick. Run down the aisle and hit the next guard before he goes around the corner. Now if you try and sneak you'll be spotted, so run around the corner, head across the aisle and whack the guy who is waiting there. He'll spot you, but if you're quick enough it won't matter. Now judo punch two more and run out to move onto the next mission.

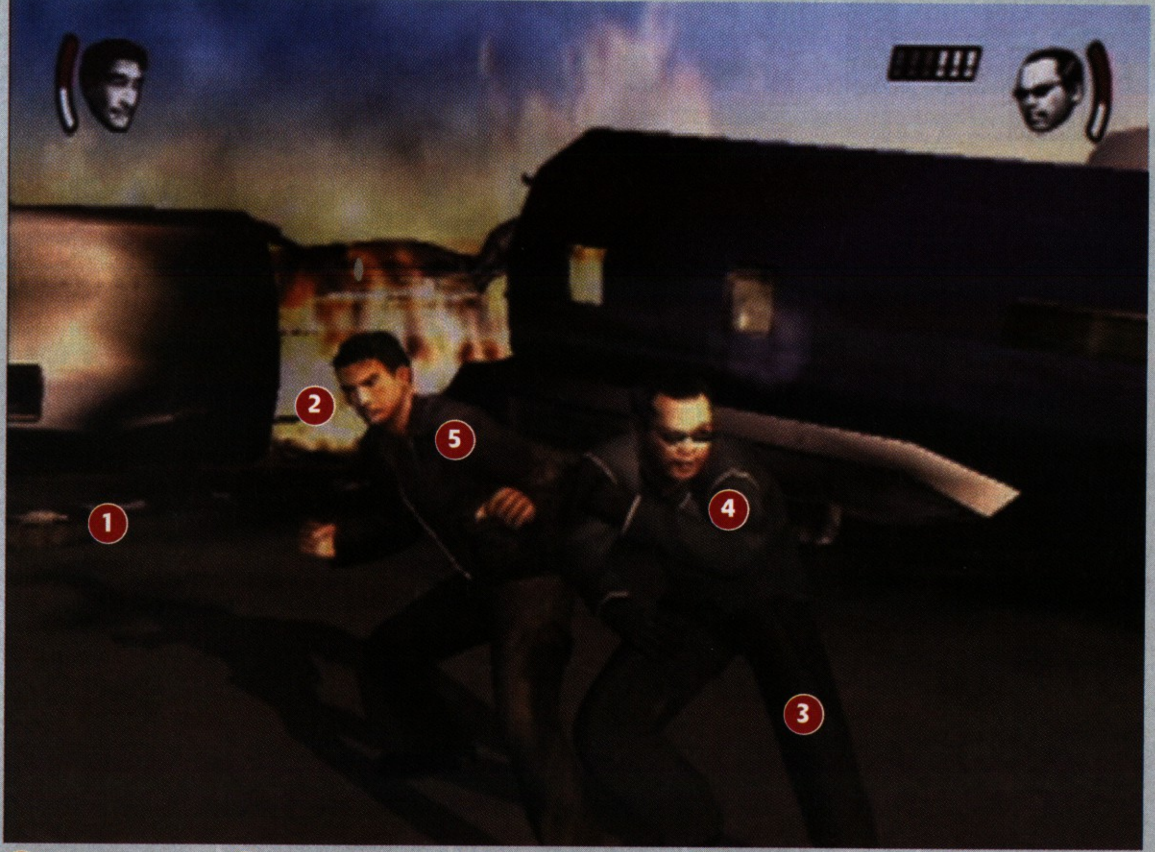


Admiralty Wy
Marina City Dr



PUPPET MASTER

If you haven't already faced the General in the poor ending, this will be a big surprise as he is far harder than any enemy in the game. You should have all the fighting upgrades by now, but the key is blocking his attacks, then stringing together five low kicks in a row. Repeatedly tap R2 to block so he won't get any hits in and hit ⊗ as the same time to get some low kicks in. You can alternate these with punches. If he looks like he is going to do a two handed shove, quickly punch to counter it. Then use your Flying Dragon attack when he's groggy. Then after you've knocked Kim down, get behind him and as soon as he gets up, grapple from behind. Don't try and kick him into the fire as it doesn't hurt him. That's it. Crime busted.



① YOU'RE BARRED There is an iron bar in the corner, pick it up, use it as a weapon and your punches will cause more damage. But you need to vary your attacks.

② OLD FLAME Don't attempt to punch the general into the fire. It may work for zombies and just about every other enemy, but for some reason, flames won't hurt the general. However they will burn you to death so stay well clear of them and shove him against the plane.

③ LEGGING IT As usual low kicks seem to work best. But the General is a good blocker. If he blocks his legs, punch his face, then go back to the kicks. You can try some throws, but he's good at stopping them and they often leave you open to attacks.

④ GETTING PUNCHY The General will use his signature power shove move after he gets a couple of hits in. You won't be able to block it, so if he pulls back to shove you, quickly tap ◎ to pull off a neat counter punch. Then start kicking again.

⑤ DEFEND YOURSELF Like fighting the tramp lady earlier, you have to block to win this fight. So tap R2 repeatedly and get some kicks and punches in. If you hold the block button down down you won't be able to attack the General.

FATHER'S KILLER

Crouch behind the barrier and aim at the explosive barrels. Switch targets to shoot the guys hanging off the hooks and then it's time for a sniper shootout, but you gun him down with using precision aiming or you won't stand a chance. Now shoot the guys on your left.

BONUS CRUISIN'

This race is easy. Just let the opposition accelerate away and turn left and speed up Figeroa Street to win the race and unlock the 03 Sports Car which will come in very handy.

FINDING ROCKY ALTERNATIVE MISSION

FBI Goons

Chuck the FBI agent on the floor to disarm them and then use some low kicks until they block their legs. Then use the Taser to electrocute him. Repeat this trick for the other guy.

EPISODE 8 –

RETRIBUTION

THE GIRLFRIEND ANGLE

Another tailing mission, but this time you'll have to slam your foot on the accelerator, but be careful as you are in the 03 Sports Car. Once again it's best to almost come to a halt when it's time to go around a corner .

BACK TO THE GULAG

The Gulag is on Sunset Blvd, which happens to be your starting position. So speed down the road and you'll get there with 40 seconds to spare.

ROCKY'S TRAP

Keep punching Misha in the face and shove him into the amp to electrocute him. Now his mate in the blue-ish shirt kicks a lot, so boot him first. Now for the last one standing – just use the same tactics as you did for Misha.

DRIVING TO THE AIRPORT

Drive down Palms to find a driving mission. There's a shooting 24/7 on Pico Blvd off Westwood, a driving test on Gateway Blvd. and another firing range on 24th St off Ocean Blvd.

JETTING AWAY

Rocky gets in his plane and attempts a getaway. Shooting down the plane is straightforward. You can aim for the engines, but the easy way is to just get behind the jet, and repeatedly bash R1 to fire. Then when the plane icon is red, brake so you don't get caught in the explosion. **Unlocks: Good Ending. Bonus Ending:** See Masterson and Nick dance in the Gulag.

RETRIBUTION ALTERNATIVE MISSION

Chopper Ambush

Like shooting the jet plane, you can use precision aiming to take out the rotors, but it is easier to just race ahead, wait for the helicopter to overtake and then pepper it with bullets. You can bail out and nick another car if need be. ■

THE RETURN OF THE KING

Think you've beaten *The Return Of The King*? Think again, as once you've cast the ring into The Crack of Doom, two more bonus stages open up – and they're evil.

Ever played a Survial Mode in a beat-'em-up? Ah, they were all the rage a few years ago and the idea was to stay upright for as long as possible against a fiendish onslaught of enemies. This, basically, is the idea behind these two special stages that you unlock at the end of the game. Each has 20 levels and starts off easy, but finishes with a frantic blur of molten death. Sadly, you don't unlock anything else when you complete them, but you do have the satisfaction of completing the game with 100%.

PALANTIR OF SARUMAN

HOW TO GET IT: COMPLETE THE CRACK OF DOOM.

I understand why Men fear this place

STAGE #01

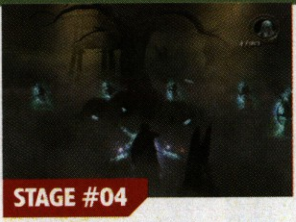
Very straightforward. Avoid getting surrounded by running around the outside of the arena, letting the enemy come to you one at a time.

STAGE #02

Still nice and easy. If you took a few hits in Stage One (and there's no shame in that), then you'll find a health bonus right at the very start.

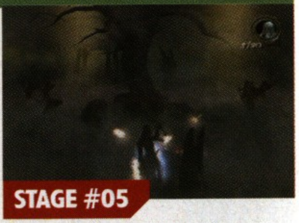
STAGE #03

A mixture for Stage Three, but keep sharp and on the move and you should be able to enter the fourth stage with a full bar of health.



STAGE #04

Stay against the back of the level and pick the archers off one at a time. Use block to defend against arrows and, between the patterns, fire your own.



STAGE #05

Much easier than the last bunch of archers, as these ones don't move away when you go to attack them. They also only take two shots each to kill them.

STAGE #06

A combination of the two breeds of archer. You should be well used to their patterns now, so it's merrily on to the seventh stage we go...

STAGE #07

These characters are slightly more difficult, as their shields have to be destroyed before you can attack them. Use a Fierce Attack (Ⓐ) to do this.

Back, foul thing!

STAGE #08

Again, smash the shields first with a Fierce Attack. Remember, there's no shame in running away, so try not to get blocked in by them.

STAGE #09

You've got a tricky mixture of enemy here and you need to keep sharp. Long-range attacks are fairly useless, as the enemy is fast and will continually run after you.

STAGE #10

You'll need to avoid the archers here, while rubbing out the six Wraiths at the same time. Keep moving and you should manage to make it through.

swift justice

STAGE #11

This will be your first encounter with the Spiders. The large ones are pretty straightforward, but there are also loads of smaller ones.

STAGE #12

More archers and more Wraiths, only this time the spooks are bigger and tougher. You'll need to use block quite a bit and try to avoid getting surrounded.

helm's hammer

STAGE #13

Pretty much the same set up as the last stage, so follow our advice for that one and you'll be on to the next stage in no time at all.

STAGE #14

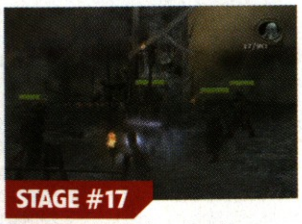
You've got a lot to deal with on this stage, and you'd be wise to take out the archers first. Run around the edge of the stage, picking them off as you go.

STAGE #15

There's plenty to trouble you here. Again, try to knock out the archers first, as they can be a right pain if you get surrounded by them.

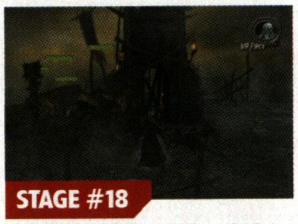
STAGE #16

These Wraiths may be big, but they ain't that clever – and there's only five of them. They're pretty hard, though, so try not to take on more than one at a time.



STAGE #17

These Orcs can knock you flat with one swing of their clubs, so it's a good tactic to back away from them with L2 when they look likely to swing.



STAGE #18

Don't worry about these Trolls, as they're a lot easier than they look. They can be irritating if you get surrounded by Spiders, so concentrate on killing the Trolls first.

STAGE #19

Grab the health in front of you. The large Troll should be your first victim, then head for the large Wraiths. Now concentrate on the Orcs before polishing off the Spiders.

STAGE #20

Try to take out the two large Trolls with long-range attacks first, then keep moving to avoid the Wraiths. You'd also be wise to kill the archers fairly soon into the level.

PALANTIR OF SAURON

HOW TO GET IT: FINISH THE CRACK OF DOOM AND MAX OUT SAM, GANDALF AND EITHER ARAGORN, LEGOLAS OR GIMLI.

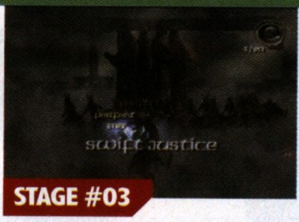
swift justice

STAGE #01

The enemies on this stage follow a set path, so if you stand in front of a whole line of them and power up your Fierce Attack, then you should do some serious damage.

STAGE #02

They're larger and stronger than the enemies in stage one, but they follow the same patterns, so use the same tactics here, too.

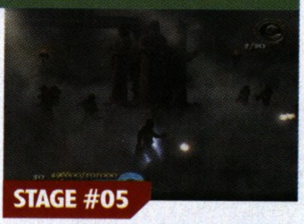


STAGE #03

Now you have a mixture of the two enemies from the first two stages, so you should be well used to their patterns by now.

STAGE #04

Now we're into the archer stages, but there are far more this time around. Go slowly and pick off the archers from around the edges first.



STAGE #05

More archers, so kill them the same way. Remember that you can power up your Perfect Meter by constantly blocking and it's far easier to kill them in this mode.

STAGE #06

The final wave of archers and these ones are seriously tough. Use the pillar in the middle as a shield and kill off small waves at a time with long-range attacks.

STAGE #07

You're now up against a nasty wave of Orcs, and these ones need a Fierce Attack to knock out their shields first. Try to tackle them individually for the best success.

STAGE #08

More shielded enemies, but these ones come complete with pikes. The same tactics work, though, so keep 'em at a distance and use those Fierce Attacks.

helm's hammer

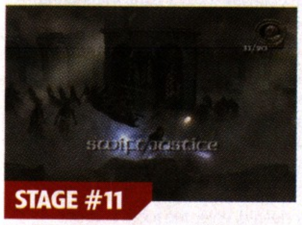
STAGE #09

A mixture of the enemies from stages seven and eight... just more of them. Helm's Hammer is a good special move to use here.

swift justice

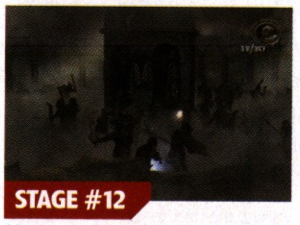
STAGE #10

There's a whole load of small enemies, plus a bunch of archers. The small ones are easy, though, so get rid of them first and then deal with the archers.



STAGE #11

You'll have five archers stood right in front of you, but that's the least of your problems. Run around to the right, take out the guards, then come back for the archers.

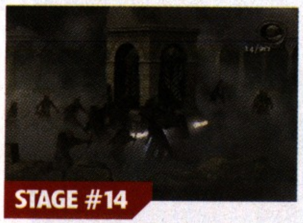


STAGE #12

More guards, more archers. Run around the sides, killing the archers. Then, if you're still alive, which we really hope you are, take out the guards.

STAGE #13

Basically the same set up as the last stage. Leg it around the edge of the arena and kill the archers before tackling the guards. Job done.



STAGE #14

Like a demonic cocktail, this stage is a terrifying mixture of colourful death. Run like the wind and pick off one enemy at a time. Not getting surrounded is a must.

helm's hammer

STAGE #15

More archers, more guards and more trouble. Again, kill the archers first, then the smaller enemies. Finally, smack down the guards – you'll need to use the block move here...

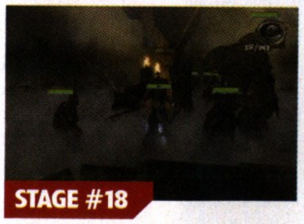
STAGE #16

This stage isn't as hard as it looks. Keep on the move to avoid getting surrounded, as one clobber from one of those clubs will knock you flying.

helm's hammer

STAGE #17

These enemies are the same as the last lot, only these ones have armour that must be bashed through with a Fierce Attack first.

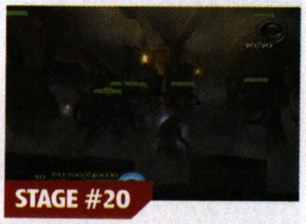


STAGE #18

More massive guards (some shielded, some not) and a large Troll. Great. Kill the Troll first, then take out the weaker guards – they're the ones without the armour.

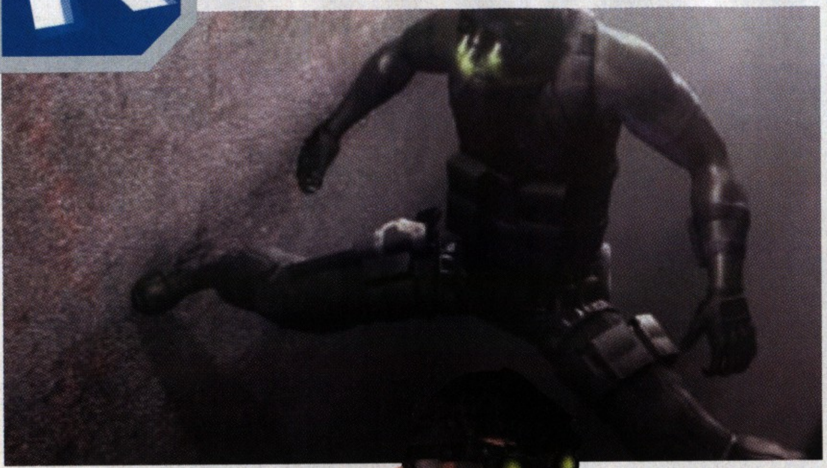
STAGE #19

The fun stops here, kids. If stage eighteen was bad, then this is hell. There's more of everything (except for still only the one Troll), so keep on the move and 'em down.



STAGE #20

The two Trolls are fairly straightforward to kill, but the guards are a nightmare. Try to lose all the archers before you tackle them and you might (just might) have a chance.



Night, night: Flip down Fisher's Night Vision to pick out shapes in the darkness. Useful it is.

Yoo hoo!
Hoody!

YOUR **PLATINUM** GUIDE TO... SPLINTER CELL

PLATINUM GUIDE
RE-RELEASE DATE:
OUT NOW!

THE FACTS: **SPLINTER CELL** ● PLAYERS: **ONE** ● MEMORY CARD SPACE: **492 KB** ● DIFFICULTY: **MODERATE** ● COMPLETION TIME **3 DAYS**

Just picked it up on budget? Well, deal yourself in with the best guide around...

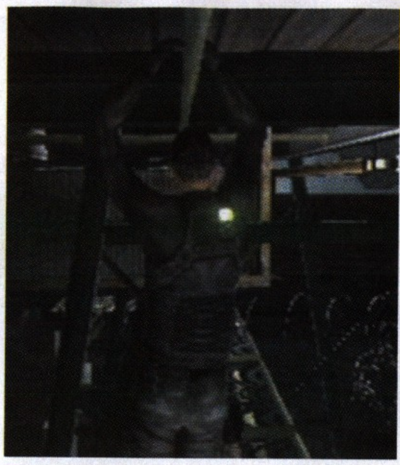
POLICE STATION

→ RENDEZVOUS WITH LOCAL NSA INFORMANT THOMAS GURGENIDZE FOR INFORMATION ON BLAUSTEIN'S AREA OF OPERATION

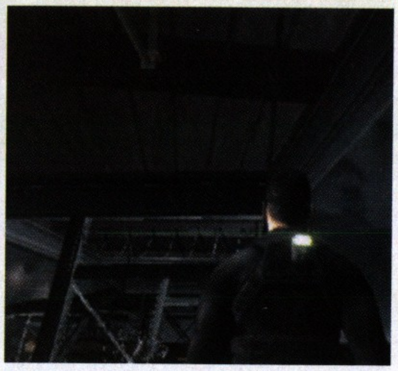
Go into a crouch and walk up the steps to your right, then jump and climb the ladder. Walk a few steps to the top of the roof and you'll see a trapdoor – choose to open it, then drop down inside. Crouch and follow the passageway to the end, then climb up the vertical grey pipe. To your left is a zip line. Stand underneath and jump to grab hold of it – you'll zip down into a burning building. Exit the room, turn left and take the door on the left. Exit through the next door and go left. Take the stairs to the floor below and enter the doorway on your right. The floor ahead is burning but there is a pipe above that you can use to cross it – make sure to hoist your legs up to avoid the flames below. Drop down when you're safely across and follow the corridor left. Take the door on your right, exit this room through the only door and go through the doorway on your right. Ascend the stairs, carefully avoiding the fire. Go down the hall and enter the room on your left. Your target, Thomas Gurgenidze, is lying in the middle of the room – go over and talk to him. Exit the room through the closed door. You need to proceed through the open doorway, but the room is filled with deadly smoke. Equip night vision, then use your pistol to shoot out the skylight. Once the smoke has cleared, enter the room and exit through the door on the right wall.

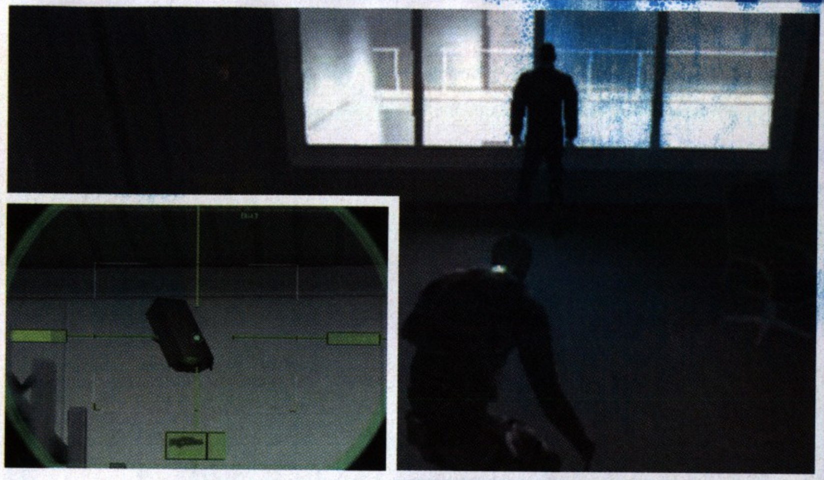
→ FIND THE HIDDEN BLACK BOX IN BLAUSTEIN'S APARTMENT

Open the door and move stealthily across the balcony until you reach a gap in the railing. Jump to grab the horizontal bar above, pull up your legs and cross to the other side. Crouch and walk along the lattice fencing, then move into the shrubbery and slowly walk right, towards the apartment. Jump onto the railing, crouch and drop silently onto the porch area. Wait in the shadows for another guard to exit to the apartment. When he leaves again, sneak up on the guard outside, grab him and



It's a refine day: The Oil Refinery is the PS2-exclusive level. To see how to smash it until it dies, turn the page for our top notch tips...





knock him out – hide the body. Use the Optic Cable underneath the front door, then when the guard walks out of the room, enter. Crouch by the steps leading to the next door, wait for the guard to return, then leg it through the door and follow the corridor to the room at the end. Turn left and slide the painting on the wall, access the computer, then go to the key pad in the room, enter the code and exit to move on to the next stage.

→FIND GURGENIDZE'S DEAD DROP IN MOREVI SQUARE TO FIGURE OUT HOW TO GET INTO THE POLICE PRECINCT

On the balcony, walk left and there's a zip wire above that'll take you to a sloping roof. Walk up the roof and enter the doorway at the top. At the lift shaft, jump towards the vertical lift cable and you'll automatically grab hold of it. Slide down and get onto the top of the lift, then open the trapdoor and drop down inside. Exit the room.

AVOIDING THE POLICE OFFICERS

Crouch and follow the walkway to some steps – there are two police officers talking at the bottom of the steps. Walk slowly down them, then take the next flight of stairs. Stop about halfway down, turn left to face the officers, then jump to grab hold of the ledge. Move along it, around the corner, to the end. Then pull yourself up and drop down into the shrubbery. Move stealthily to the end of the shrubs, then quietly follow the alleyway until you reach an area with a fountain. Cross the area to a bush with a red light behind it. There's a hidden tunnel here. Crouch and follow it to the end. Use the computer to get the info you need and take the Medical Kit from the wall. Return via the tunnel to the bush.

→USE THE INFO ON GURGENIDZE'S COMPUTER TO GAIN ACCESS TO THE POLICE PRECINCT

An officer will enter the courtyard. Wait until he's stationary with his back to you, then move through the gates on your right. Move slowly to the corner and make sure the civilian has walked away, then follow behind him and take cover between the two bins. There's an officer walking up and down the alley just around the corner. The civilian is also walking around the streets. When it's safe, move from the bins towards the doorway at the bottom of the alley – just behind where the officer pauses. Hide in the corner. Wait for the officer to stop and turn his back to you, grab him and knock him out.

PICK UP THE DATA STICK

Take the data stick from his satchel. Wait until the civilian walks back towards where you started, then move to the end of the alley. When you reach a guard stood with his back to you, creep to the edge up the lattice roof above and jump onto it. Walk across the roof very slowly while crouching. At the end, look down – the guard is below. Drop off the roof and land on him, knocking him out. Hide his body in any of the dark corners then climb onto the bin in the far corner. Do a double jump to get you onto the wall with the star on.

→LOCATE AGENT BLAUSTEIN IN THE POLICE PRECINCT

Walk down the steps ahead, crouch and enter the prison area quietly as the guard walks away from you. Walk past the first prison cell, then do a split jump next to the brick wall. Wait for the officer to return and when he's beneath you, press jump to drop down and knock him out cold. Pick up his body and carry it to the end of the hall. Go through the automatic door on your left and drop his body between the two shelving units. Use the computer in the room, then turn out the lights, activate your night vision and aim your gun at the door. The guard patrolling in the corridor outside will come to investigate – shoot him in the head before he has a chance to make a noise. Exit the room into the corridor and follow it right. You'll see a technician through the window. Creep into the room, grab the technician and knock him out, then go to the doorway of the next room. Shoot out the camera that's on the wall opposite, then walk over to the two gurneys.

→ACCESS THE POLICE PRECINCT'S SECURITY SURVEILLANCE SYSTEM

Pick up the Medical Kit on the stool, then double-back to the corridor. Go left and take the door at the end, then ascend the stairs. Open the door at the top and quietly enter the room and walk right. Wait for the police officer to start talking to the civilian, then very slowly move along the right wall and get behind the curtain. Follow this wall and cross the back wall before the conversation ends. Follow the wall to a doorway, enter it, then go up the stairs. In the room at the top, walk quietly past the two officers sat at their desks. Open the second door on the right, enter the room and knock out the officer stood on the other side of the curtain. Finally, use the computer.

→MEET JUNIOR WILKES IN FRONT OF THE POLICE PRECINCT FOR EXTRACTION

Double-back, past the two officers and down the stairs. Walk back around the room until you reach some double doors and exit.

GEORGIAN DEFENCE MINISTRY

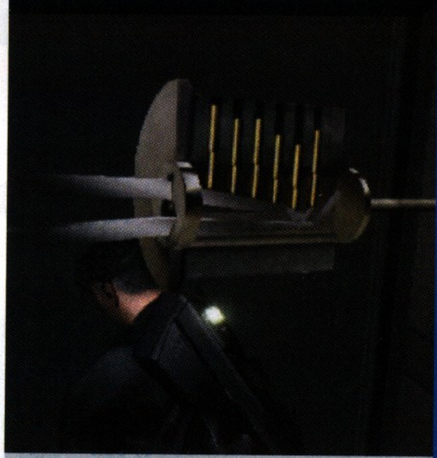
→INFILTRATE THE EAST WING OF THE GEORGIAN DEFENCE MINISTRY

BURIED TREASURE

If you're ever in a gun battle and are finding it hard to see distantly, try activating your thermal or night vision.

Interact
FWD comm
Don't kill any civilians

DOOR HACKING



Unless you retrieve every Data Stick from every guard or access every computer terminal, it is highly likely that you will wind up at a keypad door without having the necessary code to get through it. No problem, just equip your thermal goggles and access the keypad. You should notice that some numbers are discoloured – this is because you are registering the heat given off of the fingers of the previous user.

Taking into account that the paler the colour, the more time has passed since the button was pressed, you should instinctively know that number was the first number pressed in the sequence. So from there, look for slightly darker shades of blue through to orangery red colours and remember, the more vivid the colour, the more recently it was pressed, forming the latter parts of the code sequence.

If you simply can't be bothered to hack the codes, though, then here is the complete list for all relevant levels...

MISSION 1
(POLICE STATION)
Keypad code #1: 091772
Keypad code #2: 5929

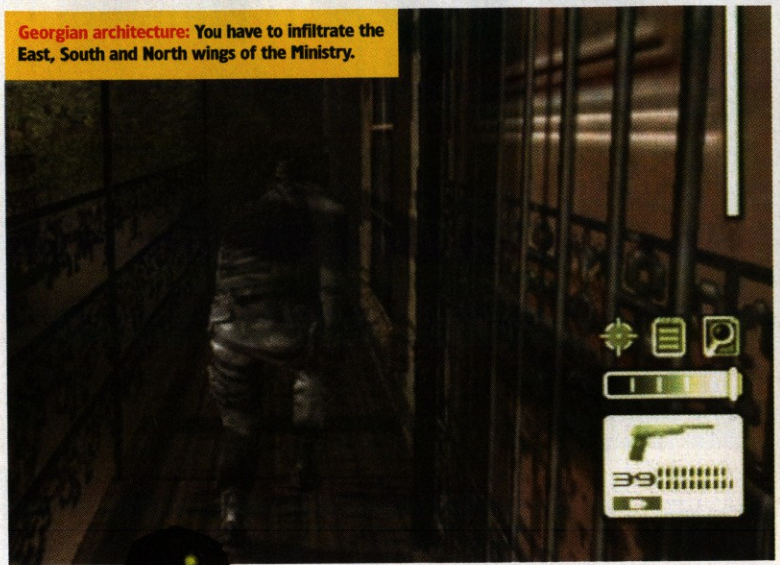
MISSION 4
(CIA HEADQUARTERS)
Keypad code #1: 7687
Keypad code #2: 110598
Keypad code #3: 2977
Keypad code #4: 2019
Keypad code #5: 110700
Keypad code #6: 0614

MISSION 5
(KALINATEK)
Keypad code #1: 97531
Keypad code #2: 33575
Keypad code #3: 1250

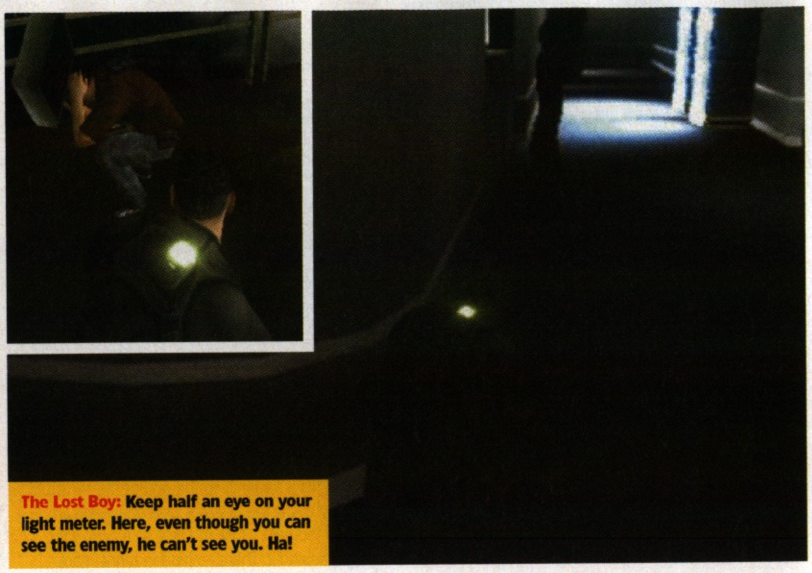
MISSION 6
(NUCLEAR PLANT)
Keypad code #1: 560627
Keypad code #2: 151822
Keypad code #3: 795021

MISSION 9
(CHINESE EMBASSY PT2)
Keypad code #1: 1436
Keypad code #2: 9753
Keypad code #3: 1456
Keypad code #4: 1834
Keypad code #5: 7921

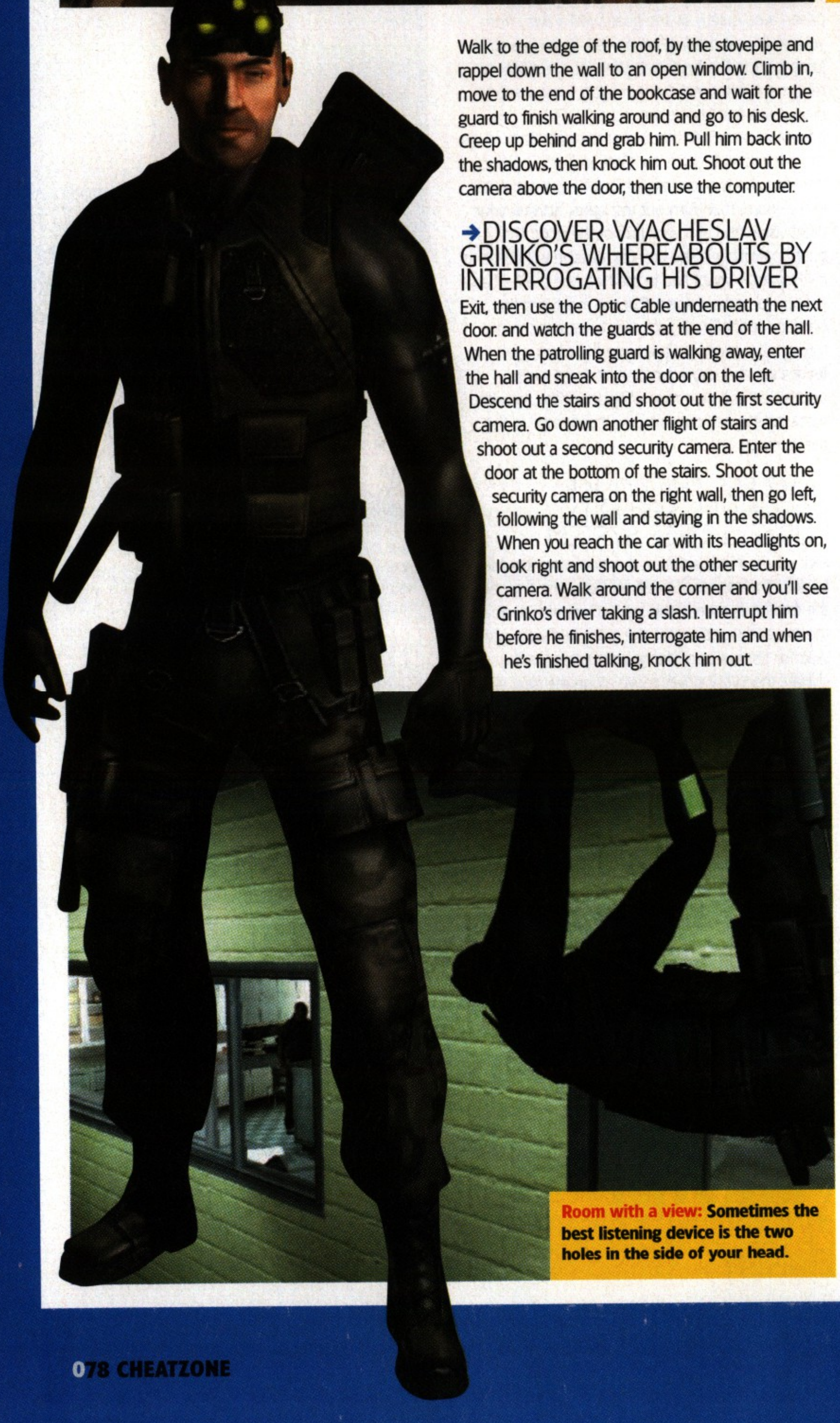
MISSION 10
(PRESIDENTIAL PALACE)
Keypad code #1: 2126
Keypad code #2: 70021
Keypad code #3: 66768



Georgian architecture: You have to infiltrate the East, South and North wings of the Ministry.



The Lost Boy: Keep half an eye on your light meter. Here, even though you can see the enemy, he can't see you. Ha!



Room with a view: Sometimes the best listening device is the two holes in the side of your head.

Walk to the edge of the roof, by the stovepipe and rappel down the wall to an open window. Climb in, move to the end of the bookcase and wait for the guard to finish walking around and go to his desk. Creep up behind and grab him. Pull him back into the shadows, then knock him out. Shoot out the camera above the door, then use the computer.

→DISCOVER VYACHESLAV GRINKO'S WHEREABOUTS BY INTERROGATING HIS DRIVER

Exit, then use the Optic Cable underneath the next door. and watch the guards at the end of the hall. When the patrolling guard is walking away, enter the hall and sneak into the door on the left. Descend the stairs and shoot out the first security camera. Go down another flight of stairs and shoot out a second security camera. Enter the door at the bottom of the stairs. Shoot out the security camera on the right wall, then go left, following the wall and staying in the shadows. When you reach the car with its headlights on, look right and shoot out the other security camera. Walk around the corner and you'll see Grinko's driver taking a slash. Interrupt him before he finishes, interrogate him and when he's finished talking, knock him out.

→INFILTRATE THE SOUTH WING OF THE GEORGIAN DEFENCE MINISTRY

Return to the stairwell using the same route. There will be a security guard standing by the door you need to take. Pick up the glass bottle from the floor and throw it away from the door to get him to move, then sneak through it. Return up the stairs and through the door you came through before. Go left and sneak up on the guard with his back to you. Grab him, knock him out and hide his body. Proceed through the door further along on the right. Stop in the doorway, look up and shoot out the camera above. Enter the room and retrieve data sticks from the two computers. Jump onto the desk and pull yourself into the open air duct.

→DEACTIVATE THE COURTYARD SECURITY LASER GRID

Move quietly to the end of the air duct, then jump down. Move to the doorway and wait for the security guard to enter the kitchen, spit in his boss's dinner (and we thought it was only us who did that) and leave. Quietly move into the kitchen and hide behind the table on your right. Pick up the bottle next to you and smash it against the wall by the doorway you just came through. As the chef investigates, move around the table towards the door. Leave when he enters the other room. Sneak up on the guard stood with his back to you, grab him and knock him out. Hide his body in a dark corner and turn out the lights. Exit the double doors, turn right and go down the stairs. Start creeping down the left staircase, wait for the patrolling guard to walk away and walk left at the bottom of the stairs.

GET RID OF THE COLONEL

Sneak up on the stationary guard, grab him, quickly pull him underneath the staircase and knock him out. Wait for the patrolling guard to turn away, then access the computer. Sneak behind the curtains and wait directly behind the computer in the shadows for the Colonel to sit down. Sneak up behind him and grab him – if the patrolling guard sees you, use the Colonel's body as a shield and shoot the guard in the head. Drag the Colonel to the retinal scanner behind you and use it. Then knock him out, take a Medical Kit from his satchel and stash his body under the staircase.

→LASER-MIC THE GRINKO AND MASSE CONVERSATION IN THE ELEVATOR LEADING TO NIKOLADZE'S OFFICE

Go through the automatic door. Walk to the shadows on your left and shoot out the security camera above the door. Equip the laser-mic, then exit through the double doors. Run across the courtyard and hide behind the bushes near the lift. Aim the mic at the lift and listen to the conversation until they reach the top.

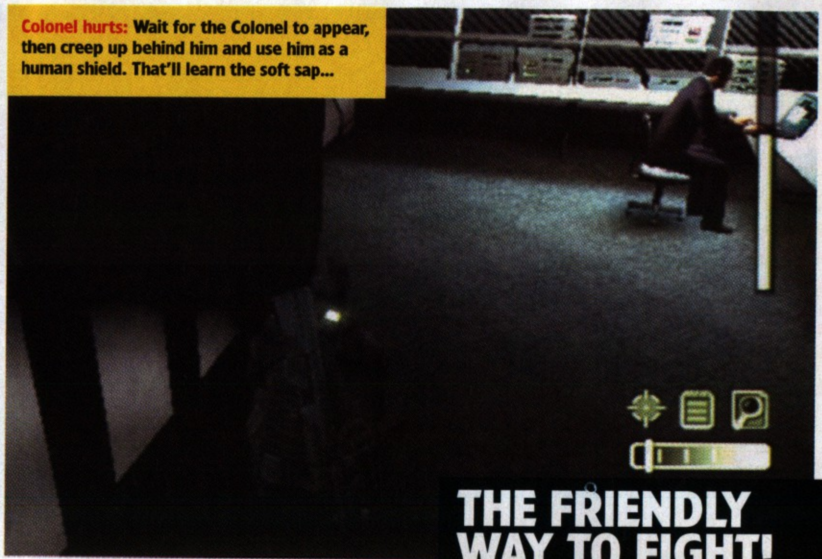
→INFILTRATE THE NORTH WING OF THE GEORGIAN DEFENCE MINISTRY

As soon as the conversation ends, two security guards will enter the courtyard and start patrolling. You need to reach the metal double doors that are directly across the courtyard from the ones you entered by. If you alert any of them, you'll probably need to shoot them both, unless you can find a good hiding place. When you reach the double doors, collect a Medical Kit to the left of the doors, then climb the trellis to the right.

→ACCESS NIKOLADZE'S PERSONAL COMPUTER IN HIS OFFICE

Someone is coming down in the lift – quickly enter the door to the left of the lift. Use the Optic Cable by the door and wait for both guards to walk right. Then quietly exit the cupboard, walk left, press the lift call button and enter the lift. Choose to go up. When the doors open, quickly go to the first door on your left – there's a guard on his way. Use the disposable pick instead of the normal Lock Pick to break the lock. Jump onto the desk, face the wall clock and jump up into the duct above. Jump down when you reach the first opening and shoot out the security camera at the end of the corridor. Walk towards the camera and take the first door on the left. Collect the Medical Kit, then climb the ladder, open the trap door at the top and exit onto a roof. Jump onto the roof's edge and go to the stovepipe. Rappel down the wall to the window. Shoot the seated guard in the head. Enter the office, collect a Frag Grenade from the guard's satchel, then access the main computer. A soldier will be called to the office – return to the window, crouch and drop down to hang from the window ledge. Remain here while the soldier searches the office and when he's gone, access the computer again.

→RENDEZVOUS WITH JUNIOR WILKES IN THE BASEMENT



Colonel hurts: Wait for the Colonel to appear, then creep up behind him and use him as a human shield. That'll learn the soft sap...

PARKING GARAGE FOR EXTRACTION

Exit the office, turn left and follow the corridor. Take the first door on the left and go to the bottom of the stairs. Collect the First Aid Kit and exit the door. Draw your gun and shoot the guard, then run to where he was stood – the lift shaft is to your right. There are guards coming down the stairs behind you – quickly jump onto the vertical pipe and slide to the bottom. Turn left at the bottom and keep following the wall. When you reach Junior Wilkes, talk to him. Job's a good 'un.

BURIED TREASURE

If an enemy is about to enter a room and discover you, stand in front of the door to prevent them from opening it.

OIL RIG

→INFILTRATE THE OIL REFINERY BY THE MAIN PIPELINE

Climb the ladder in front of you. Walk right, along some pipes, then jump to grab hold of the horizontal pipe above your head. Move along to the end of it, pulling your legs up to get past the beam. When your path is blocked by a container, drop off the pipe, crouch and walk off the edge of the platform. You will grab onto the edge and can shimmy past the container. Pull yourself back up and continue walking forwards, across a pipe, until you see a platform on your right. Stand on the platform and look up – you'll see a wire. Jump to grab it and you'll slide across to the next platform. Crouch and walk left, then climb the vertical pole. On the pole, rotate so that your feet are above the big pipe, then drop down. Crouch, then drop into the hole in the pipe. Turn on your night vision and move to the end of the pipe.

→TRAIL THE MERCENARY TECHNICIAN

Climb the ladder in front of you and open the trap door. Climb the ladder on the side of one of the posts. At the top, jump off it to the right. On the platform at the top, there's a tool box – climb onto it, then jump up and grab the horizontal pipe. Pull your legs up and move along to the end. Wait for the patrolling guard on the platform below to stand underneath you, then drop down on top of him to knock him out. Turn left and climb up the steps. There's an explosion further along the platform. Wait for the technician and his guards to walk away, then draw your Pistol and shoot the guard that runs out. Follow the technician and his guards, making sure they don't spot you. Wait by the corner for them to enter a building. A guard will wait at the door – shoot him in the head. Turn back around and go behind the tank. Follow the wall around the side of the building.

→RETRIEVE THE LAPTOP FROM THE MERCENARY TECHNICIAN'S BRIEFCASE

Jump onto the red piece of machinery. The window above will be shot out and Lambert will tell you about a change of plan. Jump and hold onto the horizontal pipe above you. Pull up your legs and move through the window. One solider has stayed behind to shoot and destroy the computer equipment. Drop down and shoot him in the head. Collect a Medical Kit from the shelf, then exit through the door the technician went through and climb the stairs. Just before you reach the top, turn left and shoot the container on the higher platform to kill the soldier, then shoot the soldier ahead. Run around the building ahead and go down the steps. Go through the gate and shoot the guard on the other side. Enter the door to your left. Go through the next door, exit and go left. Grab the technician, interrogate him and pick up the briefcase to end the mission.

CIA HEADQUARTERS

→RETRIEVE THE SC-20K FROM THE STORAGE ROOM BEHIND THE BATTERY GENERATOR BACKUP

Follow the corridor to two doors opposite each other. Wait for a civilian to walk out of the right one and into the left room. Nip into the right room and use the computer, then use the Optic Cable before leaving. Wait for the security guard to walk from right to left. Exit the room and go right, then wait at the corner while the civilian talks to the guard in the security post. When he walks away, crouch and sneak under the window. Wait until the civilian walks into the cupboard, then move along the wall and check the security guard in the next room is facing away. When it's clear, move past the open door and stop in the shadows on the other side, next to the cupboard. When the civilian enters the cupboard, sneak in behind him, grab him and knock him out. Turn out the light before leaving. Now wait for the guard in the next room to face away, sneak up on him, grab him and knock him out. Retrieve a data stick from his satchel. Type the code into the keypad and enter the room.

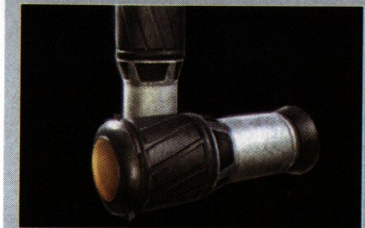
KNOCK OUT THE CIVILIANS

There's a guard around the corner, walking from room to room. Wait for him to leave the room and follow behind him. When he walks towards the computer, sneak up, grab him and knock him out. Pick up a Medical Kit, then use the computer. Enter the keypad code and enter the next room quietly. Two civilians are checking stock. Creep down the stairs and wait near the end of the first shelving unit. Wait until both men are standing in the corner to your left, then stealthily run towards them and quickly deliver blows to knock them both out. Collect a data stick from the satchel one of them drops. Exit the room, walk down the hallway and up the stairs. In the room at the top, collect the SC-20K and some ammo from one of the shelves. Shoot out the camera above the door, then exit.

→ACCESS THE CIA CENTRAL SERVER TO IDENTIFY AND LOCATE THE INFORMATION LEAK

Follow the hallway, staying in the shadows. Wait for the guard to walk away, then continue along the corridor until you reach an office on your right. A security guard is walking around the room. Wait in the shadows to the right of the front of the office, wait for the guard to stand stationary nearby, then creep around him, sneak up behind, grab him and knock him out. Find the civilian in the office and knock him out. Collect the data stick from his satchel. Go through the automatic doors with blue beams behind opposite the office. Go to the door on the right and enter the code. Enter the room and watch the civilian below from the balcony. When he exits the room, move down the stairs and hide to the left of the door. When the civilian returns, follow behind him and knock him out. Go through the two sets of doors and in the next room

THE FRIENDLY WAY TO FIGHT!



STICKY SHOCKER

Incapacitates enemies but doesn't kill them. The best thing is that the results are the same no matter where you hit an enemy, so it's useful if you need to knock out an enemy and can't risk missing. Can also be fired into water to shock multiple enemies that are in contact with the water (and yourself if you don't get out of it first).

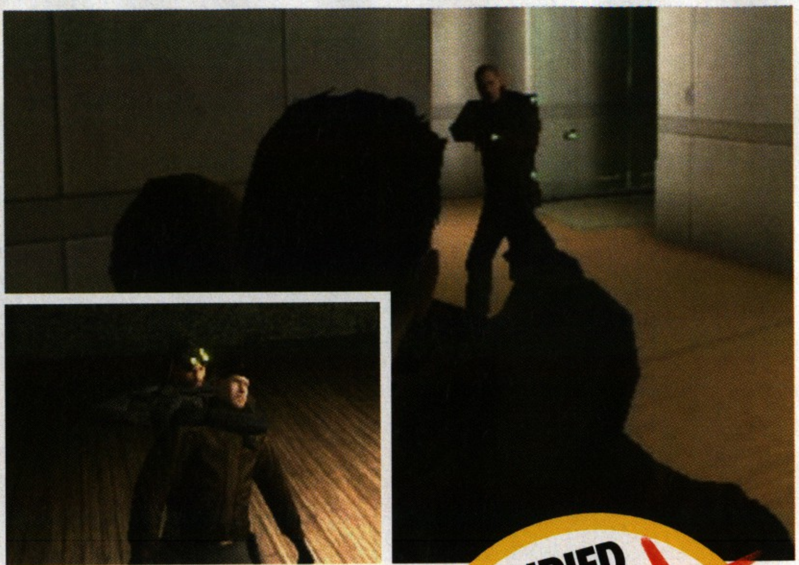
AIRFOIL ROUND

A non-lethal projectile. A head shot with one of these will knock out an enemy. Hitting them in the body will temporarily stun them giving you time to rush up behind and grab them. Useful if you want to interrogate an enemy and need them conscious. Unlike bullets, all non-lethal projectiles are silent and your victim won't make a noise.

THERMAL VISION HEADSET

Useful for seeing distant or hidden enemies – they'll show up bright red. Also good for seeing through smoke, gas and some objects. To use thermal vision to read codes that have just been entered on keypads, remember that the coldest colours (so the buttons pressed first) will be deep blue, blue then light blue, then the colours are green, light green. yellow, orange and finally (the warmest) red.

Dough boy: You're about to welcome Dougherty to the wonderful world of kidnapping.



walk right. There's a security camera on the far wall. Walk right around the central pillar and shoot it when it turns away. Access the computer in the room.

→TAP DOUGHERTY'S COMPUTER TO TRACE THE INTELLIGENCE LEAK TO THE GEORGIANS

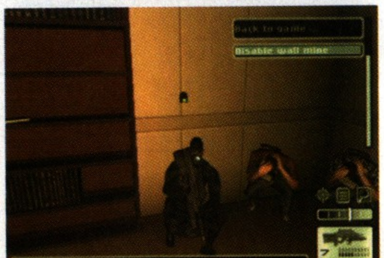
Double back to the blue chamber and turn left into the corridor. Hide in a patch of darkness and wait for the patrolling guard to enter the toilet. Follow the corridor and stop just before the guard station on your left. While staying hidden from the window, jump on the spot to make a noise. The guard inside will leave the room to investigate.

AVOIDING THE SECURITY GUARDS

Jump into the room through the window and exit the same way he did. Turn right, go through the next door and go left. Hide in the dark corner. Wait for the security guard to return to his post. There are two armed security cameras in this room. Walk back towards the door you came through and follow the wall around this way, staying in the shadows. When you reach the potted plant, wait for a security guard to enter the room and start his patrol. When the camera above the corridor the guard came through is facing away, rush along the wall and along the corridor. Follow it to a door on the left then down the stairs. Stop before entering the room at the bottom – there's a camera in front.

USING YOUR NIGHT VISION

Wait until it pans away, then walk forwards and shoot out the light in the room. Turn on your night vision and walk to the keypad. Enter the code, wait until the camera is facing away, then open the door and quietly enter the room. Stand just in front of the door and wait for it to close, then move backwards into the corner. When the security guard walks away, rush him and knock him out before he can set off an alarm. Enter the next room, pick up some Flares from the table and access the computer. Collect another Flare by the turret, then use the Lock Pick to open the door behind the turret. Call the lift and choose to go up.



Citizens (cardiac) arrest: Innocents will cower as you go about your business. Lily livers...

USE DOUGHERTY'S COMPUTER

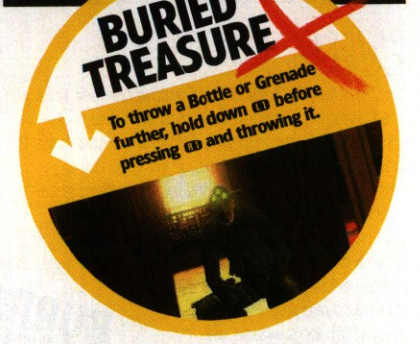
Walk along the corridor and quietly enter the room at the end. Stay in the shadows while the two civilians talk and wait for one of them to walk away. Now, slowly walk along the left side of the room and stop at the corner. Wait for the civilian around the corner to turn away, then walk towards him and duck underneath a table on your right before he turns around. Wait until he's facing away again, then move through the doorway. Follow the corridor to the dark room at the end, then check through the window of the lit office that Dougherty isn't inside. If he is, let him leave, then enter and use the 'puter.

→KIDNAP DOUGHERTY

Exit the office and walk down the lit corridor until you see a guard sat on a chair. Sneak through the double doors with an illuminated red sign above them. Quietly enter this room. Move along the left wall, towards the man speaking. When you reach an aisle that goes right, walk up it, crouch and pass under the projector beam and wait on the other side. The man speaking will receive a phone call and tells the other men in the room to take a short break. When they move to the back of the room, quietly move to the exit door.

LISTEN TO DOUGHERTY

Use the Lock Pick to unlock the door, exit and walk forwards. Wait at the corner, listen to a conversation between Dougherty and one of the guards and wait for them to walk off. Turn around the corner. There's a guard on the other side of the window. Crouch and press up against the wall under the window, then pass it. Pick the lock of the last door on the right, access the computer in the room, then leave and enter the code in the keypad at the end of the corridor. Walk right and enter the door of the smoking room. Dougherty is stood with his back to you – grab him, drag him backwards out of the door and knock him out. Leave him here for now and exit outside through the sliding glass door.


BURIED TREASURE

To throw a Bottle or Grenade further, hold down L1 before pressing R1 and throwing it.

KIDNAP DOUGHERTY AND ESCAPE

Hide in the shadows between the tables and knock out the patrolling guard. Return and pick up Dougherty. Carry him outside and along the metal walkway. Put him down, then enter the building. Walk quietly down the stairs, crouch in the shadows at the bottom and shoot out the security camera in the far left corner. Check around the corner of the next room before entering. A security guard walks back and forth. Hide behind the containers, wait for him to pause and shoot him with an Airfoil. Make your way to the next door and go outside. Sneak down the steps to a lift. Wait for the guard patrolling below to move away, the go down in the lift. Move into the bushes and move along them to get to the guard without being seen. When he pauses, creep up and knock him out. Enter the car park, sticking to the right wall. When you see Wilkes and Baxter by their van talking to the security guard, stealthily sneak up behind the guard, grab him and knock him out. Return to get Dougherty's body and carry him all the way to the van.

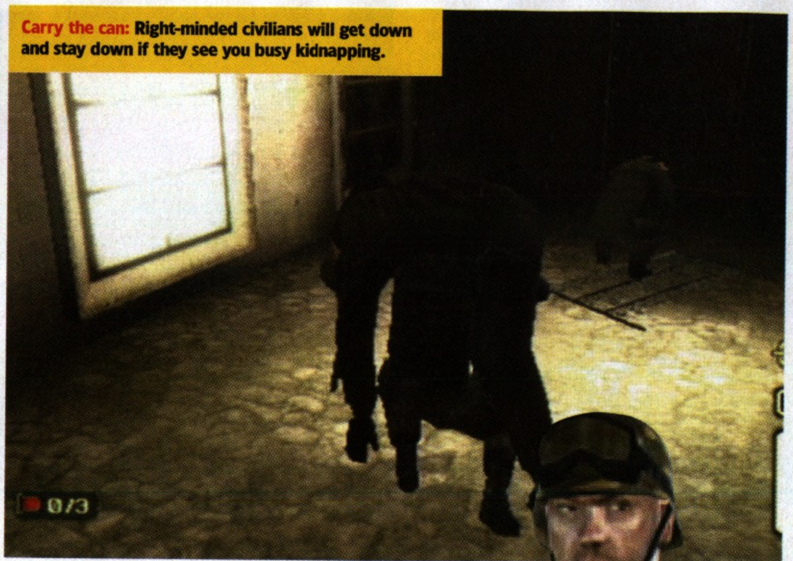
KALINATEK

→INFILTRATE KALINATEK

At the start of the level, run past the parked van to a silver car and hide behind it and the wall. Two guards will enter the car park. Wait until one walks off to the other side of the car park, then sneak up on the remaining guard, grab him, pull him back behind the car and knock him out. Run along the wall and take the first door. Ascend the stairs, enter the door at the top and quickly move forwards and take cover behind the wall. The three guards in the car park will notice you no matter what you do. Draw your gun and shoot them as they come around the wall at you. Collect a Data Stick from one of the guards' satchels. Exit through the only other door in the car park and climb onto the crates. Jump out of the window and over to the load of bricks. Jump and hang onto the rail above you, then move to the end. From this platform, jump across to the building. Walk to the stovepipe and rappel down the side of the building. Wait for the guards in the room to exit, then when you're on the glass roof, jump to fall through. Shoot the guard stood in the corridor. Pick up a Data Stick from his satchel, then carry his body to the end of the hall.

SHOOT THE FISH TANK

Go through the double doors on the right and type in the code on the keypad to enter the next room. Proceed through the next door. Run across the dark room and jump into the air vent before a guard comes in and turns on the light. Follow the air vent and drop down at the end into a room with a fish tank. Collect Ammo from the table. Move into the darkness by the seats and shoot the fish tank. When it shatters, two guards will enter the room one at a time. Kill them or knock them out and search both satchels. Exit the room and deactivate the Wall Mine on your right. Follow the corridor to a cupboard at the end. Deactivate the Wall Mine to the left of it, then go in and collect a Medical Kit. Exit the cupboard, crouch and jump down the lift shaft. Exit the lift shaft and go right. Walk to the first corner, then sneak up on the guard stood at the drinks machine, grab him and take him hostage. Wait for another guard to exit a room further along the corridor and shoot him using the other guard for cover. Knock the guard out, then continue along the corridor. When you reach another two guards, zoom in with the SC-20K and shoot out the Wall Mine on the pillar when they're near it. Search both their satchels. Now enter the office to your left and approach the two programmers in the corner. There are two Wall Mines next to them. Deactivate them both, then talk to the programmers.



Carry the can: Right-minded civilians will get down and stay down if they see you busy kidnapping.

→DISARM THE BOMB IN THE ARCHIVES ROOM

Run out of the office, go left and take the door at the end. Go through this room, follow the corridor and go to the archives room on your right. Enter the code and go into the next room. Walk towards the door but shoot and blow up the Wall Mine on the door before passing through it. Walk around the desk and flames in the next room to reach the doorway and shoot the Mine directly in front of you. Turn left, then go right before the flames and right again. Run along the corridors until you reach the archives on your left. Enter this room, go to the door on the left and pick the lock. Climb over the boxes stacked between the flames and defuse the Bomb that's on the wall behind.

→RESTORE POWER TO THE FIRE DOOR CIRCUIT BY ACCESSING THE FUSE BOX BEHIND THE AUDITORIUM

Exit the office and take the door on your left. The auditorium to ahead to your right. Inside is a guard walking from the gallery to the doorway. Wait by the doorway for him to stop nearby, then sneak in, grab him and knock him out. Collect Ammo from his satchel. Quietly enter the auditorium, go left through the gallery and around the corner is another guard with his back to you. Sneak up on him, grab him and knock him out. Walk down the left side of the auditorium, go behind the stage and down the stairs. When you reach the bottom, two guards are ordered to search the auditorium. Sneak back up the stairs, turn left, walk past the stage and walk left again. You'll see the guards running up the stairs. Once they've gone, jump over the low wall onto the stairs and enter the basement. Turn right and shoot out a couple of the lights to make the corner ahead dark. The guard in the next room should come to investigate – hide in the dark corner, shoot him and hide his body here. Keep walking until you reach a desk – collect some supplies, then use the switch on the fuse box.

→ACCESS KALINATEK'S FIRE EMERGENCY SYSTEM TO OPEN THE FIRE DOORS SURROUNDING IVAN

Return to the dark corner where the guard's body lies and wait for the other two guards to return and pass you. Return upstairs, but wait at the top of the stairs. There's now another guard in the gallery box at the top of the auditorium. Use your sniper view to take him out with a head shot. Walk to the gallery box and collect a Data Stick from the guard's satchel, then go to the door opposite the auditorium and enter the key code. You'll be in a large reception area. Wait in the dark in front of the stairs and when the patrolling guard walks down the stairs, shoot him. Walk up the stairs and wait in the darkness opposite the next door. Fire off a shot to attract the attention of the two guards in the next room. When they open the door, shoot them. Proceed through the door and along the corridor. The first few rooms contain some supplies if you need them. Enter the infirmary and talk to the dying programmer. Draw your Pistol before exiting the infirmary and shoot the guard on your left. Continue to a room with green glass walls and creep around it. Enter the room, deal with the guard, then access the computer.

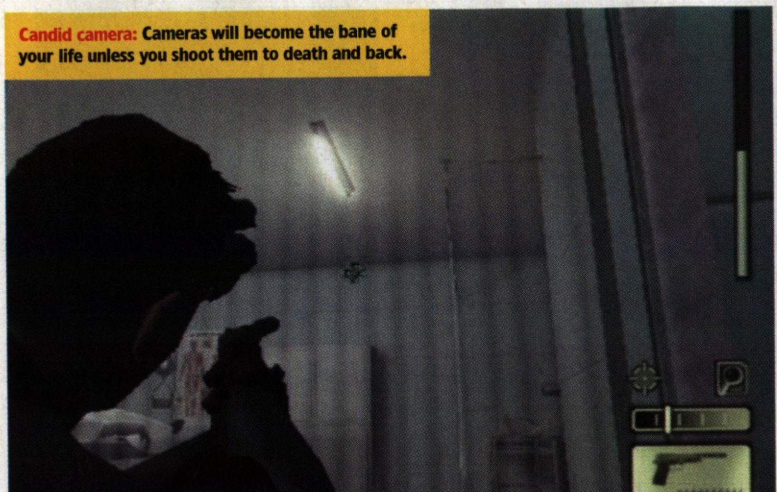
→FIND IVAN BEFORE THE RUSSIAN MAFIOSOS KILL HIM

Walk through the fire door, go through the next door and walk up the stairs. Quietly enter the room at the top and, as the guards are walking away, move right and hide by the kitchen. Wait for the two guards to talk – one will leave to go to the toilet, the other will move into the kitchen area. Sneak behind the one in the kitchen and exit the room. Now you've got a time limit to get to Ivan before he's killed. Enter the toilets and shoot the guard in the head while he's relieving himself. Jump into the air vent that's to the left of him and go left. Don't move right to the end or the guard below will turn and shoot you. Line up a head shot from the side of the gap and shoot the guard before he finishes his countdown. Collect the guard's satchel and talk to Ivan.

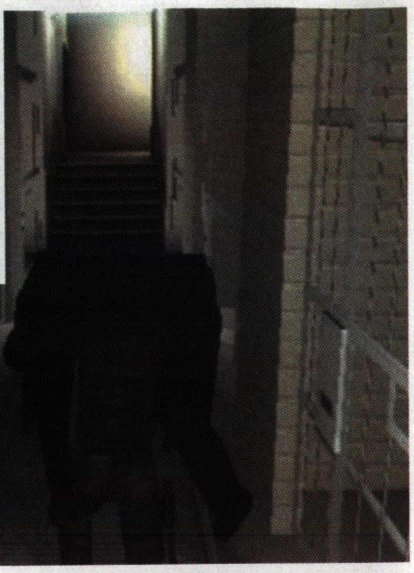
→GO TO EXTRACTION

Exit the toilets and follow the corridor to the reception area. Get in the lift and go up. Exit the elevator, crouch and move quietly into the room. Carefully cross the room and take out the three guards stood talking with a Frag Grenade. Search the bodies for a satchel and collect the Data Stick, then continue to the next room. Climb up the blocks in the corner, then climb onto a platform, then jump across to the scaffolding. Climb down the ladder and pick up a Medical Kit at the bottom. Move through the doorway opposite the ladder, turn right, draw your gun and head towards the next doorway. Two guards will walk out

Fish eye lens: The optic cable is a vital part of Fisher's arsenal – it's like a second sight.



Candid camera: Cameras will become the bane of your life unless you shoot them to death and back.



– shoot them. Collect some Ammo and a Medical Kit ahead, then enter the next room. Press up against the wall and squeeze through the gap. Three guards will start shooting at you. Let them take their positions out in the yard, then try to snipe them off from the door and window of this room. When they're all dead, exit the yard through the open door. There's a Medical Kit in the room on your right. Go through the left door, climb the steps and open the door at the top. There are three more guards to kill in this warehouse area. Cross the warehouse, go up the stairs and turn left.

GO THROUGH THE AIR VENT

Drop down into the air vent. Crouch and crawl along the air vent to the end. Sneak up on the guard stood with his back to you and knock him out. Use the Optic Cable under the door and wait for the guard to walk away. Enter the first doorway on your right, shoot out the light, collect the Medical Kit on the wall to your left and duck behind the crates. One of the guards will enter the room, then exit. Pick up some Ammo from the crate, then shoot out the light in the room. Wait by the door you came through for the guard to walk past and shoot him. Walk through to the next room, shoot out the light and when the guard in the distance is facing away, sneak up on the guard in the doorway, grab him, drag him into the dark room and knock him out. Snipe off the remaining guard.

ESCAPE IN THE HELICOPTER

Exit the room, the toilet to your left contains a Medical Kit, but you'll have to disarm the Wall Mine that's on the other side of the central pillar. Enter the room at the end of the corridor, draw your gun as soon as you enter and shoot the guard who appears in the far doorway. Disarm the Wall Mine that's on the left pillar and enter the next room. There's a Medical Kit and some Ammo in the room with only a supporting wall. Walk through the next room and go up the stairs on your right. There's a guard patrolling the walkway outside. When he stops in the doorway with his back to you, sneak up on him, grab him, drag him back into the room and knock him out. There are guards on the ground below you. Wait until you can see two stood by the explosive container on the far side of the yard. Make sure you're stood as near to the doorway as you can be, then use the sniper view to shoot the container and run back into the room. There will be a huge explosion. Run back down the stairs, turn right and follow the corridor to the yard. Cross the yard and keep going until you hear gunshots. Drop down to the lower level using the crates below, then run across the yard and take cover behind the crates by the forklift. Shoot the two guards. Climb up the ladders to the top of the scaffolding, then shoot the last man who is shooting at the helicopter. Jump onto the crates and jump into the helicopter.

NADEZHDA NUCLEAR PLANT

→ INFILTRATE THE COOLING ROD ROOM AND TRIGGER A MELTDOWN ALERT

Walk forwards up some steps and shoot out the security camera below. This will alert a guard – shoot him and hide his body. Walk down the stairs and turn left. Hide behind the containers so that you can see the window, then wait for the guard outside to walk past the window going right. Slide open the window, jump through and hide behind the bit of wall that sticks out. Wait for the guard to stand with his back to you, then knock him out or shoot him. Walk around the building, snipe off the guard stood in the distance, then go through the door behind him. Quietly walk forwards – a guard is patrolling up and down the next room. Wait until he's on the other side of the room, then shoot out the light nearest to you. Hide in the dark corner opposite. When he returns, wait for him to turn around, sneak up, grab him and knock him out. Walk along the corridor and pick up a Medical Kit from the lit cupboard at the end, then pick the lock on the door next to it and exit.

COLLECT THE FLARE

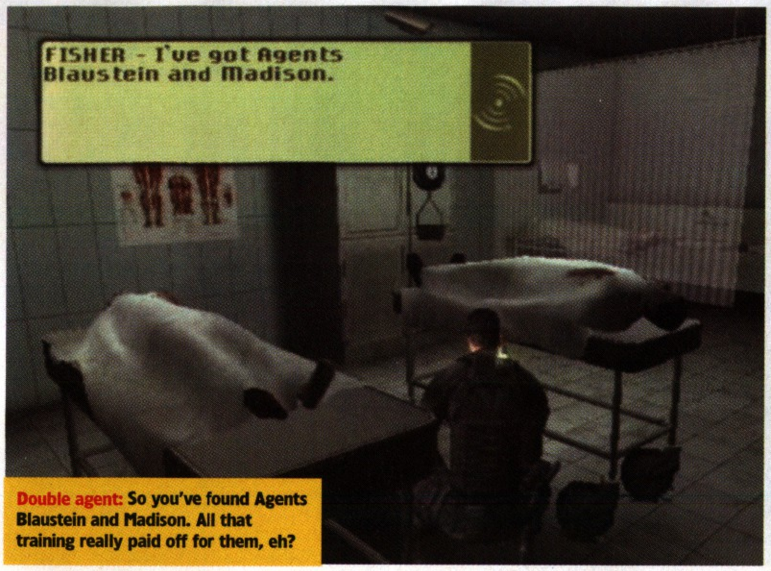
Collect a Flare from the room opposite, then climb the red vertical pipe next to the door. Climb the next pipe, snipe turn and snipe off the two guards manning the spotlight – now you don't have to worry about it. Follow the pipes to an air vent and follow the vent to the end. Jump and hang onto the top of the vent but don't pull yourself up until the patrolling guard is walking away. Run over to the two air ducts and hide in the darkness behind them. When the patrolling guard pauses nearby, by the vent you came up from, shoot him with a sticky shocker. Then snipe off the second guard stood around the back of the glass roof. Shoot out the camera above the door, enter this room and collect a Medical Kit from on top of the crates, then pick the lock of the beige door and go through. Drop into the air vent to the right, follow it to the end and drop down. Drop down off the lift, wait for the civilians to leave, then follow the floor to the hatch.

INTERROGATE THE TECHNICIAN

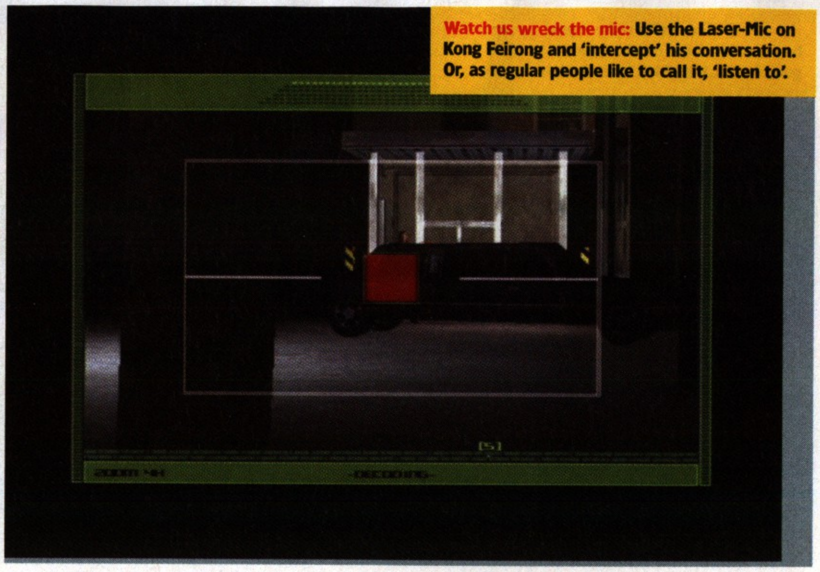
Wait for the guard to look away, then shoot out the security camera above you. Shoot the guard, then wait and watch the two civilians in the corridor. Wait for one to exit the corridor into one of the side rooms, then sneak up on the remaining civilian when he's using the computer and knock him out. Shoot the security camera at the far end of the corridor, then drop down into the hatch. Follow a tunnel that goes right and at the end wait for the technician to be facing away. Walk up the set of steps to your right, then hide in the dark corner by the door. Wait for the technician to pause with his back to you, then grab him and interrogate him.

SHOOT THE SECURITY CAMERAS

Exit the room and hide in the corner of the next one. Shoot out the light bulb further along the corridor, move around the corner and shoot out the security camera. Continue slowly along the corridor ensuring the two civilians in the room to your right don't see you. Shoot out the security camera at the end of the corridor, then shoot the guard. Go left, shoot out the two lights and walk towards the door with the keypad. Shoot out the camera around the corner, then type in the code. Creep down the stairs into a dark part of the room. A civilian is walking about. There are two security cameras. Wait until he's using the computer and shoot out the camera near to him. Sneak up the stairs behind him, grab him and knock him out. Shoot out the other camera. Use all four terminals.


FISHER - I've got Agents Blaustein and Madison.

Double agent: So you've found Agents Blaustein and Madison. All that training really paid off for them, eh?



Watch us wreck the mic: Use the Laser-Mic on Kong Feirong and 'intercept' his conversation. Or, as regular people like to call it, 'listen to'.

→INVESTIGATE THE NADEZHDA COMMS CENTRE

Run back to the dark area and shoot out the guard who runs down the stairs. Return back up the stairs. Go up the next set of stairs and enter the room at the top. At the end of the corridor around the corner is an gun turret. Wait until it turns away, then run into the room in front of you. Go through the next doorway and shoot the guard outside. Go down the flight of stairs and find the technician on this floor. Grab him and interrogate him, then collect a Data Stick. Return up the stairs and climb into the air vent on the right wall. Drop down into an office at the end and collect a Medical Kit and a flare from the desks. Exit the office and creep left to the gun turret, then access its controls. Deactivate friend or foe and let it kill the two guards in the corridor. Enter the key code at the double glass doors and enter. There's a gun turret at the end of the corridor. Crouch and cross the corridor, enter the office through the broken glass pane. Enter the next office through the glass, and take the corridor on your left. Shoot out the security camera above the door, then go through the door. Use the Optic Cable under the next door and wait for the patrolling guard in the room opposite to walk away before exiting. Hide to the left of the door and you'll see there are two guards patrolling in the room. Fire a Distraction Camera when both are nearby. Attract them and gas them both. If one is left standing, finish him off. Take the next door and you'll hear a technician talking. Creep around the right corner, grab him and interrogate him before Accessing the computer.

→STOW AWAY ON THE WASTE TRAIN FOR EXTRACTION

Exit the room and go through the open doors. Walk up the stairs and through the door. Around the corner are two guards – wait here for the first to round the corner and shoot him, then shoot the other that comes to help. Walk to the end of the corridor and access the computer. There's a Medical Kit in the room to your right. Proceed to the door at the end and enter the key code. In the next room, drop into the hole in the floor on the platform by the light, then jump to the red vertical pole and slide to the bottom. Follow the air vent to the end and you'll come out in a room patrolled by two guards. Wait for the nearest one to walk away, then drop silently to the ground. Move inside the second duct that's lying across the floor and follow it to the end. From here, wait for the other guard to walk away, then sneak through the door. Go through the next door and the mission will end.

CHINESE EMBASSY

→RENDEZVOUS WITH THE AGENCY CONTACT

Talk to your new contact, Coen, then walk down the alley next to you. Climb onto the bin and over the fence. Walk down the alley and duck into the alcove on your left before the guard sees you. Wait for him to walk up and down the alley, then shoot out the light bulb above the bin to his right. Wait for him to walk off down the street, then move behind the bin. When he returns to his position and the other guard patrolling the end of the street walks away, sneak, grab him and knock him out.

BURIED TREASURE

If you're dropping down from a ledge, pressing crouch before you land will ensure a silent landing.

GO TO THE HOUSE AT THE END

Pick up the Data Stick from his satchel. Wait in the alley for the other guard to pause at the end of the alley and shoot him with a Sticky Shocker. At the end of the alley, turn left. Go to the house at the end of the street and climb the ladder. Silently follow the scaffolding and ladders being careful not to alert the guards below. You'll reach the end of a plank with a wire above it. Use the Pistol to shoot out the light on the other side, then jump and grab hold of the wire and cross to the other side. Drop down and collect the Medical Kit. Follow the narrow ledge to a ladder, wait for the guard below to walk away, then drop silently down. Sneak over to the pole to the right of the blue fence, climb it and get onto the ledge. Jump to the ground. There are two guards patrolling ahead. One left, one right.

USE THE SMOKE GRENADE

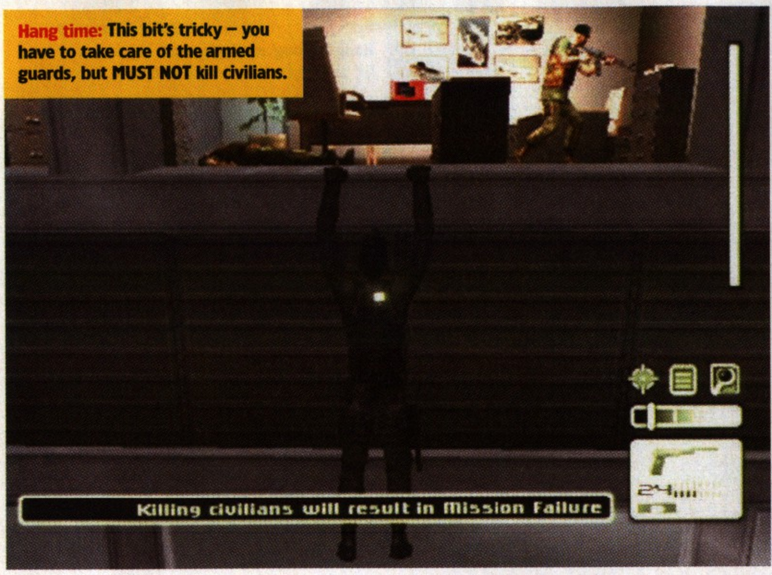
Creep along the wall, wait for the left one to face away and the right one to pause nearby, then shoot him with a Sticky Shocker. Retrieve a Data Stick from his satchel. Wait for the other guard to face away then quickly cross the street to the gap in the fence. From here, shoot out the light bulb to your left that's illuminating the area around the manhole cover. Now climb down the ladder into the manhole. Follow the tunnel and turn left at the intersection. Equip a Smoke Grenade. Move forwards until you see some guards cross the path ahead, then quickly sneak around the corner and fire the Smoke Grenade at them. You might have to use an Airfoil round if any are left standing. Pick up a satchel from one of the guards to get a Data Stick. Follow the tunnel to a lit section and climb the ladder. Climb the ladder slowly, stop at the top and make sure the guard to your left is walking away. Creep up on the guard on your right and knock him out, then creep over to the ladder by the scaffolding and climb it. Position yourself below the horizontal pipe, jump up and grab it, then move to the end. Drop down and walk along the planks to the open window on the left. Climb through it and climb the red vertical pole. Go to the doorway and talk to the CIA informant.

→COLLECT INTELLIGENCE FROM THE EMBASSY WITH THE LASER MIC

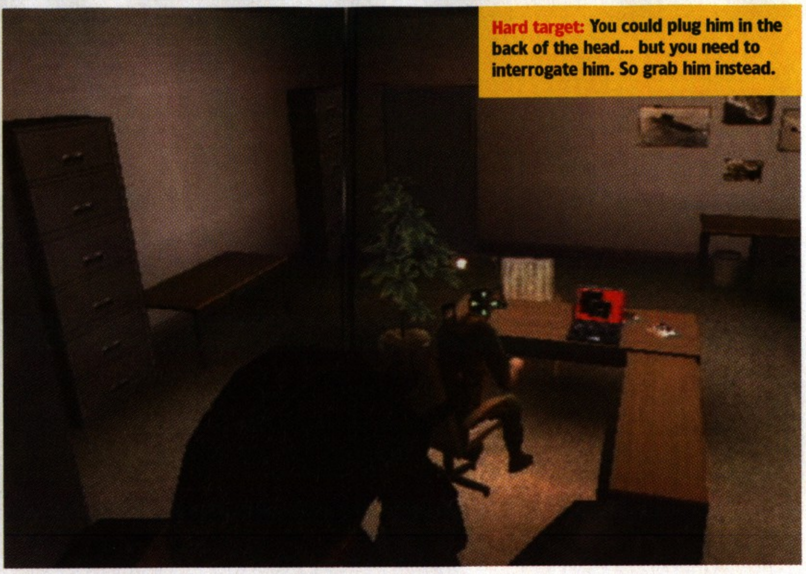
Cross the rooftop and collect a Medical Kit and some Ammo. Go to the stovepipe on the steel walkway and rappel down the building and onto the street. Shoot out the light above the bin and wait for a guard to exit the door and investigate. When he does, creep up, grab him and knock him out. Collect a Data Stick from him. Move through the alley to the street, hide in the shadows and use the sniper scope to shoot out the light across the street, next to the scaffolding. Wait until the guard is facing away, then proceed to where you shot out the light. Climb the ladder to the scaffolding, then jump up to the second ladder on the left wall and jump right at the top. Climb through the window at the top, go right. Creep past the windows, follow the corridor to a lit door on your right. Wait until the guard stops and shoot him with an Airfoil.

SOME CRATE CLIMBING

Walk out and shoot the light above you, then climb on the crates, position yourself below the wire and zip across the street. From the awning, drop silently down onto the street. When the patrolling guards



Hang time: This bit's tricky – you have to take care of the armed guards, but MUST NOT kill civilians.



Hard target: You could plug him in the back of the head... but you need to interrogate him. So grab him instead.

are walking away, cross the street and enter the lit alley on the left. Pick up the glass bottle, hide by the bin. Wait for a guard to climb the ladder. Throw the bottle at the opposite wall and a guard'll walk from the left to investigate. Sneak up on him and knock him out. Continue to the alley's end, climb onto the bin and jump over the wall. Walk to the end and move to the back of the van. When the guard walks past, follow behind him, grab him, drag him behind the van and knock him out.

USE THE TRUCK AS COVER

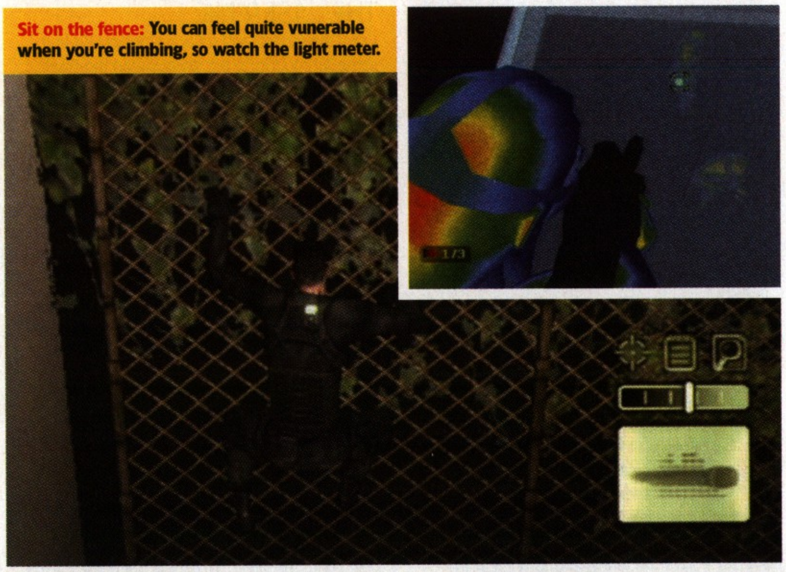
Follow the wall around, staying in the shadows, then cross the yard in the shadows and slowly walk left along the wall towards the gate. Shoot out the security camera. While the two people are talking, sneak through the open gate staying to the right of the truck. You have a limited time in which to do this – once the truck has entered the gates, the gates will close. From here walk right to the wall, then move over to the trailer and hide in a shadow. When the guard patrolling the other side of the trailer is walking away, slowly cross the yard and move along the side of the truck. Hide by one of the plants and fire a Diversion Camera at one of the walls near the next guard's patrol. Use the noise function to attract him, then gas him. Sticking to the right wall, continue towards the stream. Cross the stream staying to the right of the bridge, walk left past the gazebo. Go into the stream and out the other side. Walk forwards to see someone in an upstairs window of the embassy. Focus the Laser Mic on the window until his conversation ends.

→TRAIL KONG FEIRONG TO HIS CAR AND LASER MIC HIM

Wait for a limo to arrive in the driveway and for Kong to get in. When the limo moves forwards, focus the Laser Mic on the back doors to record the conversation.

→MEET WITH COEN AND THEN ONTO MOUKE TSOE BO MEATS

There's a guard patrolling the front of the embassy. Wait for him to turn, then run towards the two windows with red curtains. Wait in the darkness for him to walk away, and cross the front of the embassy, then go around the left corner just past the main doors. Follow the wall, stay in the dark, avoiding the spotlights, until you reach a vertical pipe. Coen's over the wall here.



Sit on the fence: You can feel quite vunerable when you're climbing, so watch the light meter.

MOUKE TSOE BO MEATS

→ACCESS ANTENNA ON ABATTOIR ROOF AND DESTROY ITS BROADCAST ABILITY

Wait for the first guard to walk away, then sneak up on him, grab him and knock him out. Snipe off another guard further away. Cross the yard and go through the door to a locker room. Exit the room using the opposite door. Sneak through the opening in the fence and stand behind the bin. Use your sniper sight to find the guard who's patrolling the ledge in front and above you. Shoot him in the head. Then shoot the guard stood stationary next to the spotlight.

BURIED TREASURE

If you've got a body and nowhere to hide it, shoot out some lights to create a dark hiding place where the body won't be found immediately.

SPOTTING THE LANDMINES

Ahead to your left are some white concrete blocks stacked like steps. Jump onto them, use your thermal imaging to spot the Landmine below to your right and jump down the other side. Follow the fence and stop when you reach a container. Ahead of you, to the right, is a tarpaulin covered crate in front of a door. Climb onto it, walk across, turn on your thermal imaging to spot the Landmine below, then jump off. Climb onto another tarpaulin covered crate to the right and jump down the other side. Walk to the wall and follow it right. Collect a Medical Kit, then climb onto the bin in front of you and double jump to the opening above. Follow the tunnel to the end and exit onto a roof. Stick to the concrete blocks, jump and grab the ledge at the billboard, then cross the plank and grab the wire. Cross to the other side, walk left on the concrete block, scale the fence, interact with the antenna.

→LOCATE THE CAPTURED AMERICAN SOLDIERS AND CHINESE DIGNITARIES

Run across the roof and up the steps, then stop to the left of the door. It will open and a guard will run out. Wait for him to get a safe distance away, then snipe him off. Use the Lock Pick to open this door and go down the stairs. Turn around and slowly approach and disable the Wall Mine next to the computer. Access the computer and collect supplies from the air vent above it. Return up the stairs and take the other door at the top.

USE THE DIVERSION CAMERA

Creep down the stairs and through the next door. Silently jump onto the barrels on your left and jump to grab hold of the beam above you. Pull up your legs and cross to the other side of the room. Wait for the guard below to move underneath you to the sink, then drop down on top of him. Move forwards towards the toilet cubicles and fire a Diversion Camera at the wall to the left of them. Press the noise button and when the other guard gets near, gas him. Wait with your gun drawn – another guard might enter the room if he heard you. Shoot him, collect the Medical Kit. Exit the room and go left. Around the corner to the left, open the office door, sneak up on the guard, grab him and interrogate him. Knock him out and leave him in the shadows.

DISPATCH THE GUARDS

Exit the office and drop through the open duct in the floor. Move silently to the end, climb the pole to the top, then jump right and walk along the ceiling. Use your thermal imaging to see the two guards below. Find the opening in the ceiling, fire a Smoke Grenade through the opening at them and move away. Get ready to shoot any survivors. Drop through the opening and collect a Frag Grenade and Medical Kit from their satchels. Stack the bodies in the corner and shoot out the lights to darken the room. Exit through the door at the end of the hallway. In the freezer, use your thermal vision to see through the fog. Move forwards to a low wall to your right. A guard patrols on the other side. Move to the end of the wall, draw your Pistol and shoot the guard in the head when he stops. Move right slightly and you should see another guard in the distance. Use the sniper to kill him.

DEACTIVATE THE GUN TURRET

Enter the room and follow the left wall until you reach a large piece of machinery. Climb onto it, then drop down the other side and you'll be behind a gun turret. Deactivate it, then silently exit the room through the nearby door. Activate your thermal goggles and walk to the next doorway. There are two guards patrolling this room. Enter the room quietly and shoot them one at a time using

Your face or mine? You need to disable the wall mines otherwise you'll need plastic surgery. Lots.

Sticky Shockers. Find a wooden crate between two bits of machinery, jump onto it and jump onto the beam above. Pull up your legs and progress into the next room. Pass the machinery, then drop down. Turn around and jump back onto the machinery and from here, shoot the guard stood on the other side of it.

STICKY SHOCKING

With the wall on your right, walk over to the gun turret and deactivate it. Collect a Medical Kit from a table in this room, then exit the room. Walk down the hallway and wait by the corner. Shoot the patrolling guard. Proceed along until you reach a doorway on your right. Sneak up and grab the guard stood in the doorway, then knock him out. Shoot the other guard in the head. Jump down through the open grate in this room and follow the duct to the next opening. Jump out of the grate and collect a Medical Kit in this room. Sneak down the stairs, wait in the darkness by the doorway and shoot the patrolling guard when he walks past. Walk right and use the control panel. Move through the now open chute. Move to the archway at the end. Stay to the left of the archway, load a Sticky Shocker and target your sights into the room. When a guard walks past, shoot him with the Sticky Shocker, then exit the arch and hide his body in the stall. Collect a Data Stick from his satchel.

GETTING THE GUARDS' ATTENTION

Turn left out of the room and follow the corridor to a room on your right. Quietly enter the next room and go into the first stall on the left – the two guards at the bottom won't see you. Go to the back of the stall, climb on to the low wall and crawl along to the end. You'll be stood behind a gun turrets – deactivate 'identify if friend or foe' on it, climb back into the passageway and shoot your gun to attract the two guards. Continue along the walkway – there's another gun turret in the last stall on the left. Wait for it to turn away, then move to the centre wall. Wait for it to turn away again and run out of the room and go left. When you hear guards approaching, duck into an archway on your left. Wait for them to finish talking, keep your gun sights on them in case they spot you. Once they walk off, sneak left and down the corridor.

PLACING THE WALL MINES

Keep going until you reach a room full of concrete walls on your right. Collect some Ammo from the back of the room and a Medical Kit from next to the two gun turrets at the front of the room. There is no danger here – the aim now is to set traps in order to make the next bit easier. Use all the Wall Mines you have. Stick them around the walls by the entrances to the room. Go to the gun turrets, disable IFF on the left one and deactivate the right one. Go through the right doorway and talk to the Chinese dignitary which signals the end of this stage.

➔PROTECT THE US SOLDIERS AND CHINESE DIGNITARIES

Run out of the room, go right, then left up the middle of the room, then right. Turn and wait with your gun drawn ready to shoot any guards that survive the Wall Mines. You need to ensure that no one gets near the stall you just came from or the one adjacent, which holds the US soldiers.

➔KILL GRINKO

Grinko won't enter the room – he stays out in the corridor and moves from archway to archway. Stay hidden behind one of the walls. You can try throwing Frag Grenades if you have any, but he's quite easy to kill by setting your gun to automatic fire, then keeping your sights aimed on one of the archways. Wait for him to pop out, then gun him down and your mission will be complete.

RETURN TO THE CHINESE EMBASSY

➔INFILTRATE THE EMBASSY VIA THE UPPER FLOOR

Walk down the alleyway. Shoot out the light bulb above the doorway, then enter. Use the Optic Cable under the door and when the chef moves away, enter the room, move quietly to the right and switch off the lights. Quickly run left and follow the room around to a ladder in the corner. Climb the ladder before the lights are switched back on – if you are seen, they won't follow you up the ladder. Climb the next ladder to the roof. Cross the planks and open the door to the next building. Shoot the guard patrolling inside. Walk ahead, then go right. Exit onto the balcony and climb the vertical pole. At the top, zip down the wire and you'll grab a ledge on the other side. Shimmy left and stop before the windows. You'll see someone moving. Wait for him to walk away before crossing the windows. Keep going around the corner and at the end drop down. Climb another pole, then open the trapdoor, and drop in.

➔ACCESS FEIRONG'S COMMUNICATIONS ARCHIVES FROM THE EMBASSY'S SERVER IN THE BASEMENT

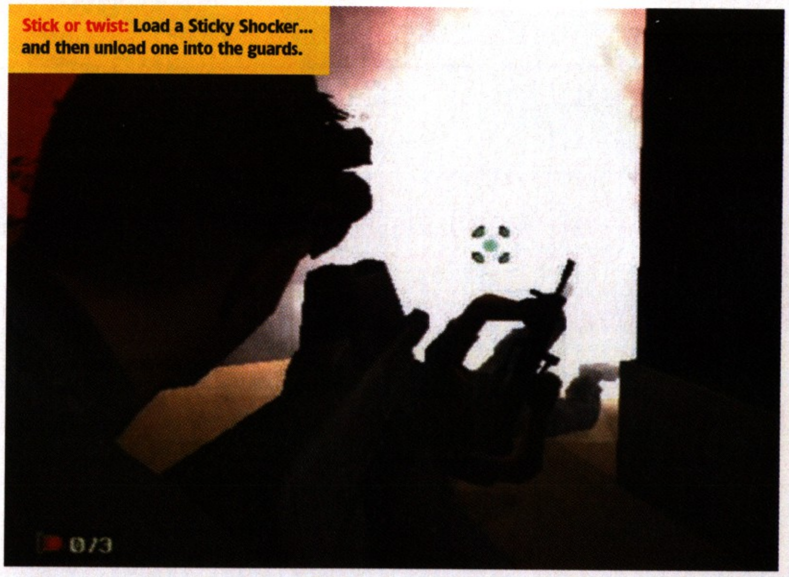
Walk around the corner and pause at the next corner. A guard is sat just to your right. Fire a Diversion Camera onto the wall by the door, use the noise function and gas him. Exit through the doorway with the red curtain, then enter the hole in the wall. Press up against the wall and follow this passageway to the end. Equip the night vision and you'll see a vertical pole – slide down it to the bottom. Press up against the wall to squeeze through another gap, then pause at the hole in the wall. Shoot the stationary guard in the head, then shoot the other guard in the room. Cross the room to the opposite door. Access the red computer.

➔DETONATE THE GAS TANKS TO DESTROY THE TRUCKS CARRYING FEIRONG'S NUCLEAR WEAPONS

Exit the computer room through the other door. Take the second door on the left, creep up the stairs until you can see the stationary guard stood in the doorway ahead and the patrolling guard behind him. When the patrolling guard is close, shoot the stationary guard with a Sticky Shocker. Hopefully, the patrolling guard will come to investigate – shoot him with a Sticky Shocker as well. If he doesn't come near, shoot him anyway, but the security camera in the room might see his body. If it does, alarms will sound and two guards will enter through the door you just used at the bottom of the stairs. Position yourself in the darkness at the top of the first flight of stairs and shoot them as soon as they open the door.

DESTROY THE SECURITY CAMERA

Now stand in the doorway at the top of the stairs and use your sniper view to shoot out the security camera on the wall to your left. Hide the bodies in the shadows. Exit the room through the other door,


Stick or twist: Load a Sticky Shocker... and then unload one into the guards.

Embassy No. 1: The security in the Chinese Embassy includes retinal scanners in. You'll have to take workers hostage in order to by-pass them.

sneak quietly through this room and walk left to the next room. Equip your night vision – two guards are asleep in bed and there is broken glass on the floor.

USE THE OPTIC CABLE

Collect the Medical Kit next to the bed on your left, then sneak back to the bunk bed on the right of the room. Climb onto it and drop silently down the other side, do the same with the next bed and exit. Go to the grey door and slide the Optic Cable underneath it. Watch the two guards enter the room opposite, then go through the door, go to the door they went through and enter the code 1436 into the keypad. There's a guard and a gun turret to your right in the next room. Open the door and inch inside the room, using the door for cover. Load a Diversion Camera and fire it onto the far wall. Press the noise button and when he investigates, gas him. Move backwards and let the door close. Wait for the gun turret to turn away, follow the wall past it. Deactivate it, then turn and jump to grab hold of the shelf above the gun turret. Jump up to the walkway. Go to the turret and deactivate IFF.

THE RETINAL SCANNER

A guard will walk along the walkway – the gun turret will kill him. Turn left, then jump and grab hold of the horizontal pole that runs behind the flags. Pull up your legs, move across and stop when you're hidden in darkness. Wait here as an officer and a guard walk across the opposite walkway and the officer uses the retinal scanner to let the guard through a door. The officer will stand stationary. Continue along the pole slowly to the walkway he is on. When you're behind him, drop down, pressing crouch before you land so that you land silently. Grab hold of the officer and make him use the retinal scanner, then knock him out.

KILL THE DOBERMANS

Open the door and quietly sneak into the room. The guard is stood inside – shoot him in the head. Jump onto the table by the window and slide open the window, then drop out of it. Go to the archway ahead and shoot out the light next to it. On the other side are two guards and a dog. If the dog comes looking for you, shoot him with a Sticky Shocker (not very nice but neither is having a Doberman hanging off your 'nads). Stand in the archway and snipe off any guards you can see, then make a dash along the right wall, to the right of the bridge and into the water. Go through the gate at the end and walk quietly through this passageway and through another gate. Move out so that you can see a light, a security camera and a guard at the top of some steps. Use Sniper Mode to first shoot out the light, then the camera, then the guard. Hide the guard's body somewhere dark, then climb the steps and enter the building. Pick up a Medical Kit in this room, then go through the next door.

TAKE A GUARD HOSTAGE

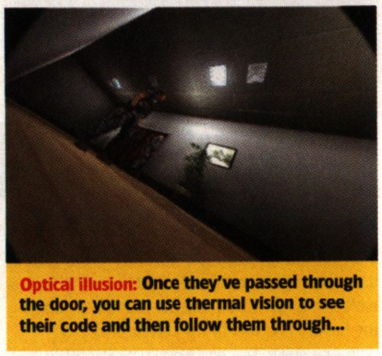
Sneak down the warehouse stairs and go to the left wall. You should see a guard entering his key code in a door on the other side of the warehouse. Wait for him to go through the door then run for the door jumping through the shelving units. You have a limited time to get there. Enter the code – 9753 – and enter the next room. Quietly walk across the room and pick up a Medical Kit and some Ammo, then creep to the next doorway. There's a guard stood in it with his back to you. Wait for the patrolling guard to the right to walk away, then grab the guard and take him hostage. Walk into the room with the other guards in and shoot them.

SHOOT THE FUEL TANKS

Follow the wall right and at the end turn left. Locate another security camera in front of you and shoot it out. Now jump onto the box that's on a trolley, then onto the boxes next to it. Follow the walkway to the next room. Watch the trucks being loaded with fuel – you'll need to shoot the fuel tanks, so make sure you know where on the trucks they are. Run along the walkway – you have a short time to reach the trucks before they drive off. Run down the stairs, straight on, then left. You'll reach a window that overlooks the trucks. Use your sniper to shoot the fuel tanks.

➔ACCESS FEIRONG'S COMPUTER TO TRANSMIT THE DATA TO FORT MEADE

Return to the stairs and go to the hatch in the floor nearby. Open it and climb down the ladder. Further along in the tunnel a guard is walking away – shoot him in the head. Follow the tunnel along until a guard approaches from the other end of the tunnel. Stay in the shadows and don't shoot him or you'll fail the mission. He'll get called to the general's office. When he goes around a corner, quietly follow him without getting too close. When he stops at a door, stay hidden around a corner and wait for him to enter his key code and exit through the door. Run to the key pad and use your thermal vision to see his number – it's 1456. Press the call button for the lift, get inside and go up. Move through the next corridor to another key pad. Use the thermal vision again – the code is 1834. Head right and go to the next door. Enter the next key code – 7921. Load an airfoil round for the SC-20K then walk around the corner to Feirlong. After the cut-scene, wait for Feirlong to stagger out from behind his desk and shoot him in the body with the Airfoil to stun him – don't knock him out. Run towards him, grab him and interrogate him. Then walk him over to the computer and choose to use it.



Optical illusion: Once they've passed through the door, you can use thermal vision to see their code and then follow them through...

➔MEET COHEN FOR OSPREY EXTRACTION AT THE HELICOPTER PAD

Exit the office, turn left and go through the double doors. Move slowly and crouch – if you run, you might get hit by an explosion. Move towards the flames and take the door on the right. Follow this corridor and pass between the flames by the curtains. Walk around the walkway at the back of this room and turn right, wait for an explosion to clear the obstacles ahead and go down the stairs. Slide open the window and jump out of it to the ground. Move towards the helicopter.

THE PRESIDENTIAL PALACE

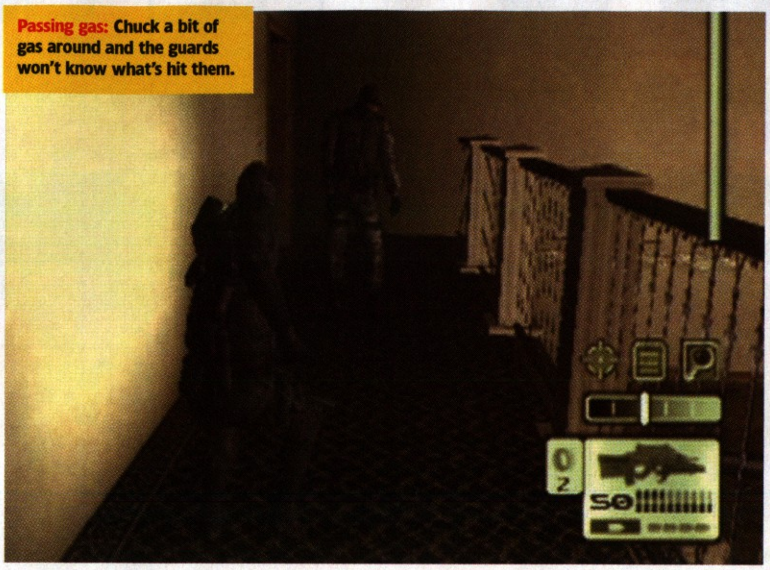
➔RECOVER THE ARK INTERROGATION FILE

Wait for the patrolling guard to walk away, then walk to the gap in the fence. Walk to the edge of the cliff and rappel down the cliff face to a tunnel.

BURIED TREASURE

One of the handiest tricks Sam has up his sleeves is the ability to use a hostage as a human shield and shoot over their shoulder.

Chinese breakaway: You'll find things a hell of a lot tougher when you return to the Embassy.



Passing gas: Chuck a bit of gas around and the guards won't know what's hit them.

Activate your thermal vision and walk forwards until you reach two crossed lasers beams flashing on and off. Run through when they flash off. Turn right at the end and you'll see two more beams. Crouch, and when the lower one turns off, move underneath. Follow the tunnel and before the low laser beam, jump to grab the pipe running above, pull your legs up and cross the beam. Walk underneath the next beam, then position yourself right before the next beam and run through when it flashes off. Disarm the Wall Mine on the left wall directly after the beam. Continue until the tunnel is blocked, then turn around and climb the ladder.

ENTER THE MAZE

Turn on your thermal vision and wait until the guard and dog have moved away from the entrance to the maze. Enter the maze and go left. Follow it around the corner and when you see a security camera ahead, shoot out the light next to it. Wait around here in the darkness for the guard and dog to approach. Shoot the guard in the head and get the Data Stick from his satchel and shoot the dog with a Sticky Shocker. Move slowly along the turning opposite the camera and when you see the next camera around the corner, shoot the light next to it. Move to the end of the hedge so you can see the courtyard with the fountain. Use the Camera Jammer to jam the camera behind you for a few seconds while you enter the courtyard. There's another camera on the other side of the fountain. Creep right along the hedge staying in the shadows.

THE GALLERY LASER SENSORS

Follow the hedge to a seat, then wait for the camera to pan away and move to the fence. When the camera pans away again, move to the keypad by the gate. Enter the key code, go through the gate and walk left. Slide open the grill to the right of the door. Go upstairs, then exit into the gallery. There are laser sensors on either side of the gallery – use your thermal vision to see them. Wait by the laser sensors until the two directly in front of the door are turned off, then move to the right of the double doors. Two guards will exit past you. Sneak in the open door behind them and wait in the doorway. There's another guard at the end of the corridor to your right. Inch out until you can line up his head with your sniper sight and shoot him.

CLIMBING THE STAIRS

Approach the stairs and turn on your thermal vision to see a laser sensor at the bottom. Use the double jump to grab the wall next to the stairs, shimmy past the beams and jump down on the other side. There's another beam at the top of the stairs. Jump over the banister to avoid it. Go through the door at the top, follow the corridor around and exit through the door at the end. Move left and hide behind the banister. Wait for one of the guards to go right downstairs, then sneak along the walkway and up the stairs. Shoot the guard at the top with an Airfoil and retrieve a Data Stick from his satchel. Go to the door, type in the key code and enter the next room quietly. Shoot out the first two lights, then knock out the patrolling guard and hide his body. Walk to the next corner, shoot out the next light and shoot the patrolling guard in the head. Retrieve a Data Stick from his satchel.

USE THE COMPUTER

Walk up the hallway and stop before the corridor on your left. Wait for the guard to walk away, then peek around the corner and shoot out the light. Shoot the guard while he's investigating. Wait for the camera to turn away, then shoot out the light. Move along the corridor and use the Lock Pick on the left door. Enter the room and activate your thermal vision to see the laser sensors. Crouch to get underneath the first beam, then wait before the next ones. Wait for the three at the bottom to switch off and run underneath the upper one. At the next ones, wait for the top one to switch off and jump over the lower one. Crouch and move quietly around the dark corner and move along the bookcases until you can see two men talking. When the conversation finishes, a guard turns on the light and enters the room. Peek around the corner, check he has his back to you, grab him and knock him out. Access the computer.

→USE NIKOLADZE'S RETINA TO UNLOCK THE SAFE INSIDE THE VAULT IN THE LIBRARY

Go through the door by the computer and pick up a Medical Kit from the table, then return back through the laser sensors to the door you entered through. Move underneath the camera then move back to the main hallway when it's facing away. Turn left and go to the double doors. Equip a Diversion Camera, open the door and shoot the camera onto the wall in front of you. Attract the guard, then gas him. Shoot out both of the lights before moving past the armoured camera. Exit the double doors. Go through the double doors and shoot out the light bulb ahead. Continue along the corridor until you can see a room at the end. Wait for the patrolling guard to walk up the corridor towards you, shoot him with an Airfoil and knock him out. Shoot out the light at the end of the corridor and the one in the room at the end. Sneak up on the maintenance man, grab him and knock him out. Go down the lit stairs, enter the library and walk right. Three guards will storm into the library – you can avoid this gun battle by running towards the stairs and going through the doorway underneath them. Follow the corridors to the basement. Walk up to Nikoladze. Grab him and interrogate him, then make him use the retinal scanner to open the vault. You're surrounded by soldiers. Lambert tells you to prepare for a blackout. Put on your night vision and look at the guard to your left. As soon as the lights go out, draw your gun and shoot this guard in the head, then crouch and run left and behind some crates. Pick off the guards and return to the library.

→KILL KOMBAYN NIKOLADZE

Wait for the guard on the upper balcony to your left to walk away, then move left, climb the vertical pipe to the balcony and jump right to grab the railing. Pull yourself up, crouch and hide in the dark corner. Arm an Airfoil round, wait for the guard to stop near you and turn around, then shoot him. Go to the other end of the balcony, use the lock pick to unlock the door at the end and enter. You'll see a cut-scene showing Nikoladze in his office. Use the sniper view to locate him through the window. You've got a set time to shoot before he leaves the office and you must kill him with your first shot. If you're out of Ammo for the SC-20K, there's some along this walkway, on the fence.

→RENDEZVOUS WITH THE OSPREY

Wait to the right of the nearby door. A guard will enter it and walk away – slip through the open door. Go down the stairs and hide in the dark corner to the left of the dining room doorway. Wait for some guards to pass, then wait for one to walk into the dining room and two to go upstairs and exit. Fire a Diversion Camera onto the doorway, use the noise to attract the guard and gas him. Cross the dining room and exit the final set of double doors at the end. ■

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CHEATZONE

PRESENTS....

PLAY MORE

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10,000 CODES IN OUR A TO Z

100s OF ACTION REPLAY AND XPLODER CODES! p110

THIS MONTH...

P112 THE HELPING HAND
Your letters and your questions answered. Plus, *XIII* nailed to the mast big-style in our fantastic Finger Tip.

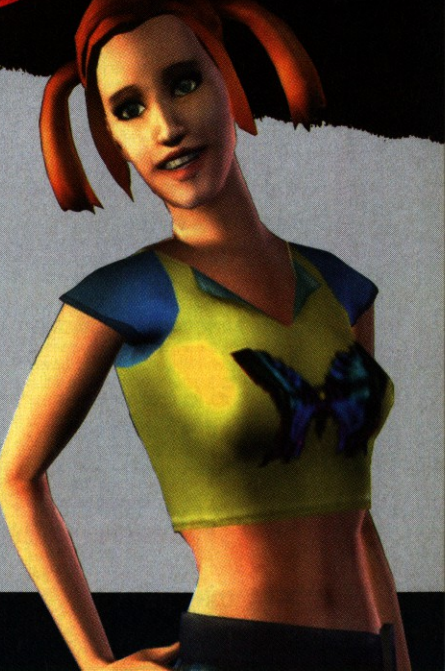
P118 GRAND THEFT AUTO CLINIC
The greatest games in the world continue to prove tricky – which is where our GTA drop-in clinic comes in...

P120 CHALLENGE ZONE
Five big games. Five challenges. If you're good enough in our gaming leagues, you could win new PS2 games.

P122 HAVE YOU SEEN THIS IN...
... *Smackdown! Here Comes The Pain.* Amazing backstage scraps revealed, squeezing extra hours out of your games.

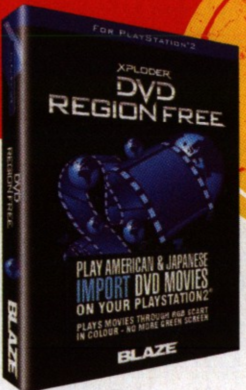
AN UNMISSABLE FIRST GUIDE TO

THE SIMS: BUSTIN' OUT



OVER 12,000 CODES FOR PS2

A TO Z



WIN!! A DVD REGION FREE DISC!

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p108.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY

0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD
Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM
MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

ACTIVISION ANTHOLOGY

Unlock extras in the various games by completing the following criteria:

Atlantis

Score at least 30,000 points on game one to unlock Disco mode
Barnstorming
Get a time of less than 55 seconds on game three to unlock game patch
Barnstorming
Get a time of less than 34 seconds on game one to unlock game commercial
Beamrider
Score 2,500 points on game eight to unlock patch
Boxing
Score over 70 in a match to defeat the CPU to unlock game commercial
Chopper Command
Score at least 4,000 points to unlock game commercial
Chopper Command
Score at least 6,000 points to unlock Motion blur mode
Chopper Command
Score at least 8,000 points to unlock game patch
Crackpots
Score at least 17,500 points to unlock game patch
Crackpots
Score at least 25,000 points to unlock Bungee mode
Decathlon
Score at least 8,000 points in a single player game to unlock Bronze game patch
Decathlon
Score at least 9,000 points in a single player game to unlock Silver game patch
Decathlon
Score at least 9,400 points in a single player game to unlock Gold game patch
Dolphin
Score at least 10,000 points to unlock Warped mode
Dolphin
Score at least 15,000 points to unlock game patch
Dolphin
Score at least 25,000 points to unlock Secret Society game patch
Dragster

Reset the game 20 times by either winning or blowing an engine to unlock game patch
Enduro
Drive at least 250 miles to unlock game patch
Fishing
Win a game against the CPU to unlock Derby Distortion mode
Freeway
Score at least 30 points on game one to unlock game commercial
Freeway
Score at least ten points on game three or seven to unlock game patch
Frostbite
Score at least 4,000 points to unlock Vertical Hold mode
Frostbite
Score at least 12,000 points to unlock game patch
Grand Prix
Get a time under 45 seconds in game one to unlock game commercial
Grand Prix
Get a time under 2:30 in game four to unlock game patch
Ice Hockey
Score four points in under two minutes against the CPU to unlock game commercial
Ice Hockey
Win a game against the CPU to unlock game patch
Kabobber
Score at least 10,000 points to unlock game commercial
Kaboom
Score at least 150 points to unlock game commercial
Kaboom
Score at least 200 points to unlock game patch
H.E.R.O
Score at least 25,000 points to unlock Disco mode
H.E.R.O
Score at least 75,000 points to unlock game patch
Keystone Kapers
Score at least 10,000 points to unlock game patch
Laser Blast
Lose all lives to unlock game commercial
Laser Blast
Score at least 10,000 points to unlock game patch
Laser Blast
Score at least 100,000 points to unlock 1,000,000 game patch
Megamania
Score at least 5,000 points to unlock Starfield mode
Megamania
Score at least 15,000 points to unlock game commercial
Megamania
Score at least 45,000 points to unlock game patch
Moonsweeper
Score at least 1,000 points to unlock the Hyperspace mode
Oink!
Score at least 5,000 points in game one to unlock game patch
Pitfall
Score at least 12,000 points to unlock the game commercial
Pitfall
Score at least 20,000 points to unlock game patch
Pitfall 2
Score at least 45,000 points to unlock Cube mode
Pitfall 2
Score at least 99,000 points to unlock game patch
Plaque Attack
Score at least 7,500 points to unlock Whirl mode
Plaque Attack
Score at least 10,000 points to unlock game patch
Pressure Cooker
Score at least 15,000 points to unlock game patch
Private Eye
Start case three to unlock game patch
River Raid
Score at least 4,000 points to unlock Cloud Cover mode
River Raid
Score at least 8,000 points to unlock game commercial
River Raid
Score at least 12,000 points to unlock game patch
River Raid 2
Score at least 16,000 points to unlock Ricochet mode
Robot Tank
Destroy 37 enemy tanks to unlock Breathing mode
Robot Tank
Destroy 48 enemy tanks to unlock game patch
Seaquest
Score at least 35,000 points to unlock game patch
Skiing
Win game one with a time less than 35 seconds to unlock game commercial
Skiing
Win game three with a time less than 32 seconds to unlock patch
Skyjinks
Complete game one in 37 seconds to unlock game patch
Space Shuttle
Launch into space successfully to unlock game patch
Space Shuttle
Dock successfully to unlock Commander game patch
Spider Fighter
Game patch unlocked when the timer reaches 300 seconds
Spider Fighter
Tilt-o-vision mode unlocked when the timer reaches 180 seconds
Stampede
Score at least 1,500 points in game one to unlock Multi-screen mode
Stampede
Score at least 1,000 points in game three to unlock game commercial
Stampede
Score at least 1,500 points to unlock game patch
Starmaster
Game commercial unlocked when timer reaches 300 seconds on the Ensign level
Starmaster
Ensign patch unlocked when the timer reaches 120 seconds
Starmaster
Leader patch unlocked when the timer reaches 300 seconds
Starmaster
Wing Commander patch unlocked when the timer reaches 180 seconds
Starmaster
Supreme Starmaster patch unlocked when the timer reaches 220 seconds
Tennis
Win six games (one match) against the CPU to unlock game patch
Tennis
Win six games (one match) against the CPU to unlock game commercial

AGGRESSIVE INLINE

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY
K, H, U, F, U

ELEVATOR WALLRIDES
8, 2, 8, 2, 4, 6, 4, 6, A, B, A, B, S

HAVE ALL KEYS
B, A, K, A, B, A, K, A

PERFECT GRINDS
B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS
J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE
Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS
↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES
↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

HIDDEN CHARACTERS
To unlock the hidden characters, you have to complete all objectives (including the hidden ones) for each level. Here's what freakish characters await on each stage...
Stage 1: Movie Lot
The Bride
Stage 2: Civic Center
Goddess
Stage 3: Industrial
Junkie
Stage 4: Boardwalk
Captain
Stage 5: Cannery
Diver
Stage 6: Airfield
Bombshell
Stage 7: Museum
Mummy

AIRBLADE

An extremely cool code that unlocks everything (yes, everything), plus all the extra characters and costumes that you can obtain by playing through and completing the game.

MASTER CODE
Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, L1, L2, R2, R1, SELECT + ✕. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked. Let the fun commence!

UNLOCK J. J. SAWYER
Successfully complete the game with an 'S' rank in all levels.

UNLOCK NAOMI
Successfully complete the Downtown level getting a 'B' rank.

UNLOCK OSCAR
Successfully complete the game with an 'A' rank in all levels.

UNLOCK THE INSIDER
Complete the Storage level with a 'B' rank.

UNLOCK STUNT ATTACK MODE
Successfully complete the game in Story Mode.

ALTERNATE COSTUMES
Complete one of the following tasks and you will unlock an extra third costume for the indicated character. NIce one.

ETHAN
Successfully complete Stunt Attack Mode.

KAT
Successfully complete Score Attack Mode with high scores on all levels.

GOD MODE
START, □, ○, △+✕, □, ○, START

ALL LEVELS OPEN
START, □, ○, △ + □, □, ○, START

NO CLIPS
START, □, ○, □+○, □, ○, START

WORST FILM NAMES

It's true, we've watched a fair few films in our time. Some have had regular names, like *Alien* and, er, *Friday the 13th Part VIII: Jason Takes Manhattan*. And some haven't...

1. FASTER, PUSSYCAT! KILL! KILL!
Huge-breasted Russ Meyer outing, where a black clad psycho chick kills her bloke and then embarks on a plot to steal a load of money from a crippled man in the desert. Low on morals. Steve nods approvingly.

2. I BOUGHT A VAMPIRE MOTORCYCLE
Diabolical British 'film' starring Neil Morrissey. If there was any justice in the world, the motorcycle would have ended up in a ditch with him under it, slowly being covered in Homebase own brand house paint.

3. STOP! OR MY MOM WILL SHOOT
Quite possibly one of the worst films ever made. Sly Stallone's mom comes to town and then starts to clean up his life... and – get this – the streets. All you can say is: why?

4. THEY CALL HIM... SASQUATCH
That's what they call him.

5. JILL THE RIPPER
Not Jack, but Jill. Not London but the US. Not Michael Caine but Dolph Lundgren. Not good but rubbish.

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY
Win all gold medals in Grand Prix Championship Mode.

RUNAWAY
Win all gold medals in Crash Mode.

FACE OFF
Win all the Face Offs in the first championship.

1997 ECLIPSE CAR
Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP
Get all gold medals in the first championship.

2001 FOCUS SVT CAR
Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR
Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR
Complete Driving 101 with all gold medals.

OVAL RACER CAR
Win Face-Off 2 against the Oval Racer.

POLICE CAR
Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT
Successfully complete Pursuit 3.

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS
Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION
R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS
✕, ✕, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG
To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
□, □, ○, ○, L1, R1
Catchup
○, □, ○, ○, □, START
Snowball power-ups
□, □, □, L1, ○, START
Grappling hook
○, ○, L2, ○, ○, L1, START
Rooster power-ups
R1, R2, L2, L1, □, START
Snowbomb power-ups
○, ○, R1, R2, START
Boost power-ups
○, R1, R1, ○, R2, START
Random power-ups
R1, R2, □, ○, R1, R2

ARMORED CORE 3

DROP PARTS
Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ○ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS
Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW
Insert a memory card with saved game files from Armored Core 2 or Armored Core 2: Another Age and use it to save your current progress in Armored Core 3. Resume your game and press START to pause. Now press L1, R2, ✕, □ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
□, △, □, □, ✕, ○
Drop Paratroopers
○, □, ○, □, △, △
Get 5000 Plastic
△, ○, □, ✕, △, □
More From Dumptrucks
□, □, □, △, ○, ✕
Get 2000 Plastic
△, □, ○, ✕, △, ✕
Super soldiers
□, □, ✕, △, ✕, □
Super enemies
△, △, ✕, □, △, △
2000 Electricity
△, □, ○, ✕, △, ✕
5000 Plastic
△, ○, □, ✕, △, □
Paratroopers
○, □, ○, □, △, △
Extra dump truck resources
□, □, □, △, ○, ✕
Green army is blue
□, △, □, □, ✕, ○
Tan army is green
△, △, ✕, □, △, △
Kill your soldiers
□, △, ←, ←, △, □

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER

1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS
Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE
Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen. An on-screen message confirms correct code entry.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS
At the main menu, hold L1 and press ⊗, ⊡, △, ◎, ⊗, ⊡, △, ◎.
UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash In Talk Show mode as JCW's Evil Dead.
UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil In Talk Show Mode as Karnage.
UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown In Talk Show Mode as Sabu.
UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.
UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam In Talk Show Mode as Masked Mike.
UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion In Talk Show Mode as Violent J.
UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.
UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall In Talk Show Mode as Shaggy 2 Dope.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU
At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER
During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS
Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)

BATTLE ENGINE AQUILA

To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name. `For example: B4K42!EVAH!

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE
Enter either CHEATINGMUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS
Feel guilty swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED

Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE
START, ⊗x3, ◎x3, ⊡x3, START

SECOND SKIN
START, ⊗, R1, ◎, ⊡, START

ALL BOXERS
START, ⊗, ◎, ⊡, ⊡, R1, R1, ⊡, ◎, ⊗, START

SCRAP YARD SCENE
START, ◎, R1, ◎, R1, ⊗, ⊗, START

CONVERSATION MODE
START, R1, ⊗, ◎, ⊡, R1x3, START

INVULNERA-BILITY FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ⊗, ◎, ◎, R1, R1, ⊡, ⊡, START

ALL BOXERS LIFE
START, ⊗, ⊡, ◎, R1, ⊗, ⊡, ◎, R1, START

DOUBLE SPEED
START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊡x3, START

BLADE II

MAIN MENU CHEATS
The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ◎, →, ↓, ⊡

All weapons
(Hold L1 and press)
⊡, ◎, ↓, ←, ◎, ◎, △

Daywalker difficulty
(Hold L1 and press)
←, ◎, ↑, ↓, ⊡, ◎, ⊗

IN-GAME CHEATS
The following codes must be entered during an actual game. Simply pause the action to input them.

Unlimited health (Hold L1 and press △, ⊡, △, ⊡, △, ◎, △, ◎

Unlimited rage (Hold L1 and press) ←, ↓, ←, ↓, →, ↑, →, ↑

Unlimited ammo (Hold L1 and press) ←, ◎, →, ⊡, ↑, △, ↓, ⊗

Escorted NPCs are invincible (Hold L1 and press) ⊡, ◎, △, ⊗, ⊡, ◎, △, ⊗

BLOODRAYNE

Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Enemy Freeze
DONTFARTONOSCAR

Unlock Show Weapons
SHOWMEMYWEAPONS

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT
Enter ONTHELEVEL at the Cheat Menu. A message appears to confirm correct code entry. Return to the Main Menu and highlight 'New'. Hold y and press t to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL'.

BLOODY ROAR 3

UNLOCK KOHRYU
Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS
Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES
Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE
Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY
Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING
Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED
Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE
Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS
Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE
Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE
Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX

It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY

IRAQI IRRITANT

CONFLICT: DESERT STORM

HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press ⊡, ⊡, ◎, ◎, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level', 'Enemy AI' and 'Mission List'.

SATANTASTIC!

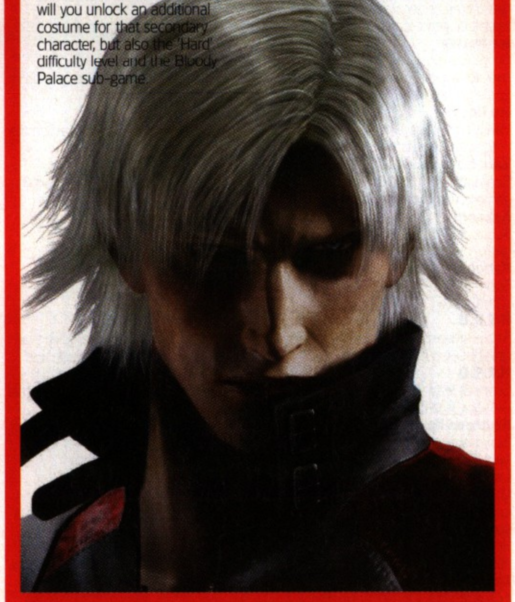
DEVIL MAY CRY 2

GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS
When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS
When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

UNKNOWN CODES

Here are some other codes that are accepted as cheats, but so far we have no idea what they do...
BRONXCHEER / FREESAMPLE / THONG / XXXINTRO / Z AXIS

BRITNEY'S DANCE BEAT

See even more of the gyrating pop princess (if that's the sort of thing that floats your boat)!

Unlock That Music Video

Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT

EXTRA TRACKS

Completing the various championships opens up new tracks to race on.

CHAMPIONSHIP	TRACKS
Journeyman GP	Hillside Pass, Twilight Harbour,Gridlock USA
Big Run GP	Euro Marathon
Euro Marathon	Rush Hour, Midnight Run, Euro Marathon Ex, Cliffhanger
Savage Streets GP	Night Shift, County Chaos, Sunset River
Twilight GP	USA Marathon
USA Marathon	USA Marathon Ex

EXTRA MODES

Completing championships also has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2

INFINITE GROOVE EDIT POINTS

Complete Survival Mode.

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	⊗, ▣, △, ◎, ▣
Unlock Briggs (alternate costume #1)	⊗, △, ◎, ▣, ◎
Unlock Briggs (alternate costume #2)	⊗, △, ▣, ⊗, ◎
Unlock Carla	⊗, ▣, ⊗, ⊗, ⊗
Unlock Chukklez	▣, ▣, △, ⊗, ◎
Unlock Cruz	◎, △, ⊗, ⊗, ◎
Unlock D-Mob	▣, △, ◎, ⊗, ◎
Unlock D-Mob (alternate costume)	▣, ▣, △, ▣, ▣
Unlock Dan G	⊗, ◎, ⊗, ◎, ▣
Unlock Deebo	◎, ◎, ⊗, ⊗, △
Unlock Deja	◎, ▣, ◎, ◎, ⊗
Unlock DMX	◎, ⊗, ◎, △, ▣
Unlock Drake	△, ▣, ◎, ⊗, ⊗
Unlock Drake (alternate costume)	⊗, △, △, ◎, ◎
Unlock Funkmaster Flex	◎, △, ◎, ◎, ▣
Unlock Headache	△, △, △, ▣, ◎
Unlock House	△, ⊗, △, ◎, ⊗
Unlock Iceberg	▣, △, ◎, ▣, ◎
Unlock Ludacris	◎, ◎, ◎, ▣, △
Unlock Manny (alternate costume)	◎, ▣, ◎, ▣, ◎
Unlock Masa	⊗, ◎, △, ▣, ▣
Unlock Method Man	▣, ◎, ⊗, △, ◎
Unlock Moses	△, △, ▣, ▣, ⊗
Unlock NORE	◎, ▣, △, ⊗, ◎
Unlock Nyne	▣, ◎, ⊗, ⊗, △
Unlock Omar	◎, ◎, ▣, △, △
Unlock Opal	◎, ◎, ▣, ▣, △
Unlock Peewee	⊗, ⊗, ▣, △, ▣
Unlock Peewee (alternate costume)	⊗, △, △, ▣, ◎
Unlock Penny	⊗, ⊗, ⊗, △, ◎
Unlock Pockets	△, ▣, ◎, ▣, ⊗
Unlock Proof (alternate costume)	⊗, ▣, △, ▣, ◎
Unlock Razor	△, ▣, △, ◎, ⊗
Unlock Razor (alternate costume)	▣, ◎, ⊗, △, △
Unlock Redman	◎, ◎, △, ▣, ⊗
Unlock Ruffneck	⊗, ▣, ⊗, △, ◎
Unlock Ruffneck (alternate costume)	▣, ◎, △, ⊗, ▣
Unlock Scarface	◎, ▣, ⊗, △, ▣
Unlock Sketch	△, △, ◎, ▣, ⊗
Unlock Snowman	△, △, ⊗, ⊗, ◎
Unlock Spider (alternate costume)	▣, △, ⊗, ▣, ◎
Unlock Steel	⊗, △, ◎, ◎, △
Unlock T'ai	◎, ◎, ▣, ⊗, ◎
Unlock Zaheer	△, △, ▣, ⊗, ⊗

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL

You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

BOSS BATTLE MODE

Unlock Ultimate Rugal and Shin Akuma, then keep ◎ + ▣ whilst selecting Arcade Mode.

EXTRA OPTIONS

Conquer Boss Battle Mode

GROOVE EDIT MODE

Defeat either Rugal or Akuma in Arcade Mode.

CHAOS LEGION

Finish the game on any difficulty setting to unlock the following:
Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3

VIEW FMV SEQUENCES

Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE

Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2

EXTREME MODE

Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER

During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, **L3**, **R3** on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI

On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc...

EXPERT MODE

At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

ALTERNATE DISPLAY

Start a game in Arcade or Original Mode, making sure you have a second controller plugged in. Now whilst playing, hold L1 + R1 and press ◎ on controller two to switch to a first-person view, or press ▣ to flick to a rather mad pass-by cam.

CRICKET 2002

We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu, Now press R2, ◎, L2, R1 and a message will appear to confirm correct input. Now, during play you can use L1 to tank the ball for a six as if you were only swatting a fly!

D IS FOR...

DANCING STAGE MEGAMIX

UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE

EASY CASH

There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556	Infinite Ammo
0034AFFF	All Weapons (this only unlocks the weapons that would normally be available for the level being played)
13D2C77F	Secret Level: Sparks' Training Construct
69E5D9E4	Infinite Focus
7F4DF451	Infinite Health
13D2C77F	Bonus Test Level
FFFFFFF1	Invisibility (enemies can't see you)
D5C55D1E	Multiplayer Fighting
7867F443	Faster Logos Flight Speed

FIGHT CLUB

FREEDOM FIGHTERS

COMMIE-CRUSHING CHEATS TO EASE YOU THROUGH THE HEART OF THE BIG APPLE.

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN
△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN
△, ✕, □, ○, △, ↓

SHOTGUN
△, ✕, □, ○, ○, ↑

SNIPER RIFLE
△, ✕, □, ○, △, →

ROCKET LAUNCHER
△, ✕, □, ○, △, ←

UNLIMITED AMMO
△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA
△, ✕, □, ○, ✕, ↓

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes to help you get revenge for you father that little bit faster:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ○
Boomstick Mode (Unlimited Shotgun Ammo)
→, ○, ○, ○, □
Chow Yun Jack Mode (Always start with double guns)
△, ○, ↑, ↑, ↑
Time To Play (All disarms)
□, □, ○, ○, →
One Shot Kills
△, ○, ○, ○, ←
Sharpshooter Mode (All Headshot Kills)
□,□, □, ↓, →
Bang Bang
○, △, □, ○, →
Wussy Mode (Less accurate enemies)
□, ←, △, ↑, ↓
Precursor (Targetting off)
↑, ↑, ↓, ↓, ↑
Hard Boiled Mode (More accurate enemies)
△, □, ←, ←, ○
Super Cop Mode (Harder difficulty)
□, △, ←, ↑, →
Woof! (Shadow has unlimited stamina)
○, □, △, ○, ↓
Gimme Some Sugar, Baby (Unlimited adrenaline)
←, →, ←, ○, □
Bulletproof Mode (Unlimited armour)
↑, ↑, ↑, □, ↓
Up Close And Personal Mode (Human shields have unlimited health)
□, △, ○, △, □
Your Skills Are Extra-Ordinary (Melee attack damage increases)
○, ○, ↑, ↑, □
Fight Club (Enemies are disarmed)
→, □, ←, ○, △
Jack Off (Invisible Jack)
△, ←, ↑, ↑, △

BEST WARS

Yeah, we all know war's a serious business. Chris Ryan told us that when he was being chased through Siberia by that travelling circus. Eh? Oh, they were highly trained special forces apparently. Anyway, here's some genuinely good wars...

1. NAPOLEONIC
Austrians, Prussians, Spanish and, most regrettably, the British all got a good hiding from old cucumber legs. Escaped from a remote island in the Med to wage more war. Then we dumped him in the Atlantic. That'll learn him. Where's your lucky generals now Bonaparte? Eh?

2. FALKLANDS
Have that, Simeone.

2. VIETNAM
Ill-prepared Americans thought fighting in the jungles of Vietnam would be a bit like playing with cap guns in a park in Delaware. They weren't far off. They had napalm bombs, the Vietnamese had some rusty pistols and a couple of cows. And the Vietnamese still won.

4. BOER
Dutch settlers thought they'd try it on with the British. So we went and invented the concentration camp. In retrospect, not such a great idea.

5. COLD
Less a battle, more a bloody good barney about not really very much. Almost resulted in nuclear war.

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and finally jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

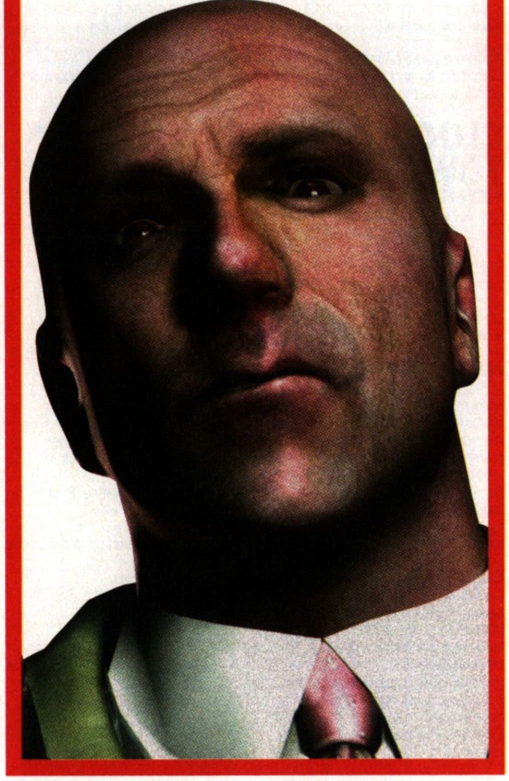
THE GUV

THE GETAWAY

STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH
Press ↑, ↑, ←, ←, →, →, ○, ○, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON
Press ↑, ↓, ←, →, □, △, ○ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can!

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG
All morphs
EUREKA
Go anywhere
BEAMMEUP
View FMV sequences
HOTTICKET
Super ending
BUZZOFF

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ○, □, →, ←, ✕, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ✕, ↓, △, ↑, ○, →, □, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press △, ↓, ○, ←, □, →, ✕, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, ←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON
Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON
Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON
Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick to make the bars scroll even faster.

'RANDOM' ICON
Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON
Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON
Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON
Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS
Press Pick x10 to clear all of the existing icons.

ENTER THE MATRIX

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available forthe level being played)

13D2C77F
Secret Level: Sparks' Training Construct

69E5D9E4
Infinite Focus

7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ○ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press □ + ✕ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.
#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car. the tag is in the corner.

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional.' A much more challenging race is assured to push you to the limit.

SELECT AWARDS

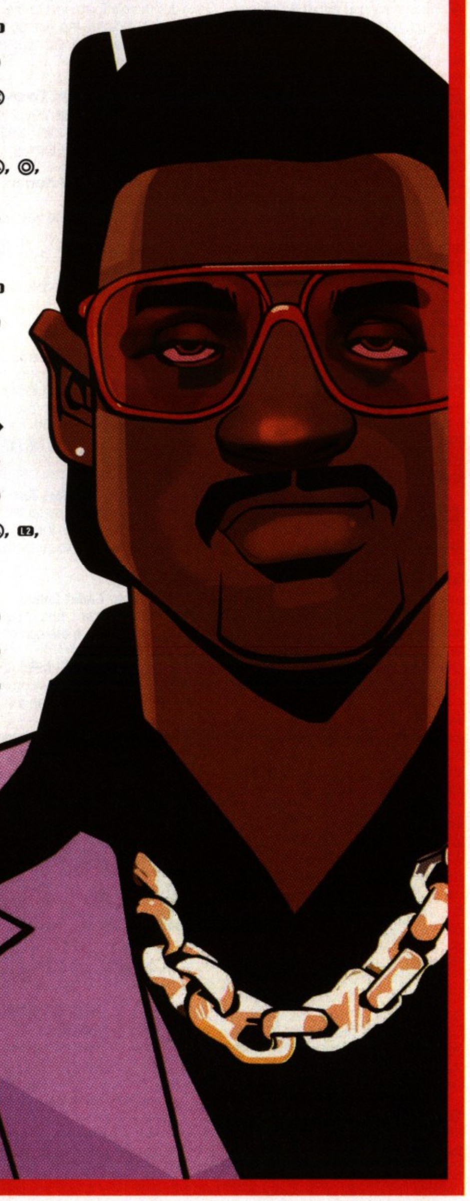
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME.

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
◎, L2, ←, ⊗, R1, L1, ⊗, L1
Play As Candy Suxxx
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1
Play As Hilary King
R1, ◎, R2, L1, →, R1, L1, ⊗, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, □, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ◎
Play As Sonny Forelli
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △
Spawn A Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △
Spawn A Bloodring Racer
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, □, L2
Spawn A Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, □, R1
Spawn A Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ◎, →
Spawn A Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←
Spawn A Caddie
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗
Blow Up Cars
R2, L2, R1, L1, L2, R2, □, △, ◎, △, L2, L1
Aggressive Drivers
R2, ◎, R1, L2, ←, R1, L1, R2, L2
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎
Black Cars
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎
Flying Car Cheat
→, R2, ◎, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ◎, R1, L2, □, R1, R2
change wheel size
R1, ⊗, △, →, R2, □, ↑, ↓, □
Sunny Weather
R2, ⊗, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, □
Stormy Weather
R2, ⊗, L1, L1, L2, L2, L2, ◎
Foggy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗
Speed Up Time
◎, ◎, L1, □, L1, □, □, □, L1, △, ◎, △
Slow Down Time
△, ↑, →, ↓, □, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ◎, L2, ←, ⊗, R1, L1, L1, ⊗
tommy groupies
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
display media level meter
R2, ◎, ↑, L1, →, R1, →, ↑, □, △.



GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ◎, □, △, ◎, □, △, □, △, □, △, ◎, △, △

INVINCIBILITY

△, □, □, ◎, ◎, ◎, △, △, □, □, □, ◎, ◎, ◎, ◎, □, △, ◎, ◎, ◎, □, ◎, △, ◎, ◎, □, ◎, ◎, △, ◎, □, ◎, ◎, ◎, △

CREDITS

△, □, ◎, △, △, □, ◎, △, □, ◎, △, □, □, ◎, △, □, ◎, △, □, ◎, ◎, △, □, ◎

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ◎, ◎, □, △, △, □, ◎, ◎, □, △, △, ◎, □, △, □, ◎, ◎, □, △

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:
SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan
Instant $1,000,000
sugardaddy
Complete Gallery
seeall
All songs
hearall
All FMV sequences
watchall

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA

All the cheat codes below need to be entered during gameplay with L1 and L2 held down at the same time.

LEVEL CODES

PLANET EXPRESS

↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

SEWERS

↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

SUBWAY

↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

OLD NEW YORK

↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

RED LIGHT DISTRICT

↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

UPTOWN

↓, □, △, ↓, □, △, □, △, ↑, ◎, SELECT

NEW NEW YORK

↓, □, △, ↓, □, △, □, △, ↑, ⊗, SELECT

MINE

↓, □, △, ↓, □, △ □, △, →,

MINE TUNNEL

↓, □, △, ↓, □, △, □, △, →, ↓, SELECT

JUNKYARD 1

↓, □, △, ↓, □, △, □, △, →,

←, SELECT

JUNKYARD 2
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, △, SELECT

JUNKYARD 3
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ◎, SELECT

MARKET SQUARE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↑, SELECT

LEFT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, →, SELECT

RIGHT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ←, SELECT

INNER TEMPLE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, →, SELECT

MOM'S HQ FRY
↓, ⊡, △, ↓, ⊡, △ ⊡, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊡, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. You will hear a sound to confirm correct entry of the cheat.

CUBE ATTACK (GRADIUS III)

Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)

Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)

Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)

Finish the game without the aid of any continues to unlock this mode.

THE GREAT ESCAPE

LEVEL SELECT

At the Main Menu input:
L2, ⊡, L2, ◎, R1, ◎, L1, L2, ◎, ⊡

This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES

At the Main Menu input:
L1, ⊡, ◎, ◎, R1, ⊡, ⊡, ◎, L1, R1

UNLIMITED AMMO AND HEALTH

Pause the game with a Gun and a Health Kit in your inventory, then press:
◎, L2, R1, L1, ◎, ⊡, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC

Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL

Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9

Earn 13 medals.

UNLOCK TYPE-13

Earn 41 medals.

UNLOCK JAGDPANTHER

Earn 25 medals or six million points

HALF-LIFE

Invincibility
←, ⊡, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓,⊗, ←, ◎
Slow motion
→, ⊡, ↑, △, →, ⊡, ↑, △
Invisibility
←, ⊡, →, ⊡, ←, ⊡, →, ⊡
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

H IS FOR...

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day. A very handy addition indeed...

HAVEN: CALL OF THE KING

Haven knows how its taken us so long to uncover this gem!

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, ⊡ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER

Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.

Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

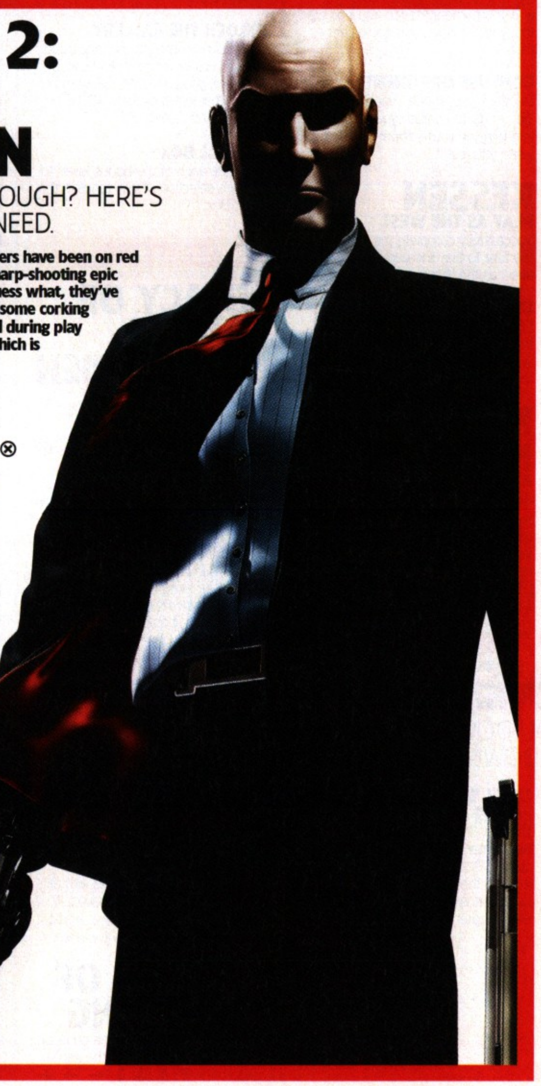
HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy

GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.



Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

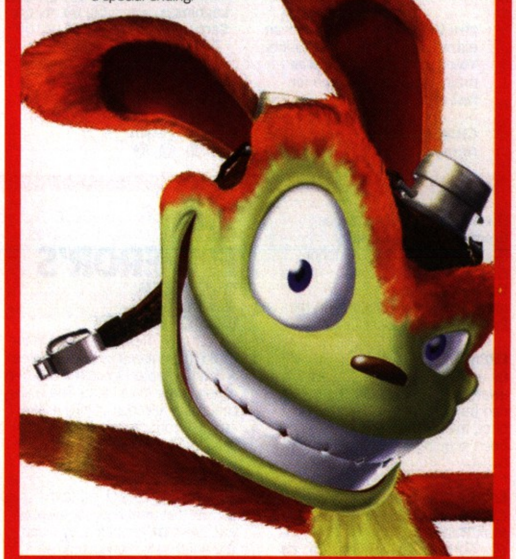
Level select
R2, L2, ↑, ↓, ⊡, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, ⊡, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level

SHAKE AND DAX

JAK & DAXTER

THE EASY WAY TO SEEK OUT THAT VERY SPECIAL ALTERNATIVE ENDING...



SPECIAL ENDING
You need to collect at least 100 Power Cells before completing the game to see a special ending.

RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, ⊡, △, ⊗
Frodo	△, ⊗, ↓, ⊗
Gandalf	◎, △, ↑, ↓
Gimli	◎, ◎, △, ⊗
Legolas	⊗, △, ↑, ⊗
Sam	△, ⊗, ↓, ⊗

Just like the last game, once you finish *ROTK*, you unlock special cheat codes.

Restore Health
⊡, ⊡, ◎, ◎
Perfect Mode
◎, ↓, △, ⊗
Always Devastating
△, ↑, △, ↓
All Upgrades
↑, ↓, △, ⊡
Infinite Missiles
⊡, ⊡, ↓, ◎
Invulnerable
⊡, ◎, ⊡, ↑
Targeting Indicator Mode
↓, ◎, ↑, ⊡

Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

CHEAT CODES

By unlocking a trophy you are awarded a cheat code. The codes can be input at the Cheat Menu once the Nephrack Trophy has been acquired. Here are all the codes.

Enable Cheats
◎, △, ⊗, L1, L1, ←, ←
Max Health
△, △, ◎, ◎, ⊡, L1, ⊡, R1
Max Ammo
→, →, →, →, ↑, ↓, ↑, ↓
Monster Spawn
⊡, ⊡, ◎, ◎, △, L1, L1, ↓
Improve Edges
L1, L1, ◎, ◎, ↓, ↓, ↑, ↓
Increase Melee Damage
↓, ↓, R1, R1, ↑, ⊗, ↑, ◎
Harder Monsters
⊡, ⊡, △, ⊡, L2, L2, ↑, ↓
All Weapons
⊡, ⊗, ◎, ⊗, ↑, ↓, ↑, ↓
Infinite Health
→, →, →, ⊗, ↑, △, ↑, ⊡
Unlimited Ammo
⊗, △, ◎, ⊡, △, ↑, ↓, ↓
No Conviction for Edges
L2, ↑, ⊗, ↑, ⊡, ⊡, ↓, ↓

UNLOCKING MODELS

By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	How to unlock
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY

Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE

When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS

On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

K IS FOR...

KELLY SLATER'S PRO SURFER

To enter any of the following codes, select the Extras Option, then go to Cheats and bang in the number codes on the mobile phone keypad. If the cheat has worked an 'Unlocked!' message will appear.

Unlock everything
7145558092
All surfers
9495556799
Level select
3285554497
All boards
6195554141
All suits
7025552918
All tricks
6265556043
Maximum stats
2125551776
Higher jumps
2175550217
Perfect balance
2135555721
First-person view*
8775553825
Play as Tony Hawk
3235559787
Play as Freak
3105556217
Play as Travis Pastrana
8005556292
Play as Rainbow
8185555555
Play as Tiki God
8885554506
Trippy graphics
8185551447

* Pause the game and choose the 'Camera Settings' option to change the view. Do this or you'll get very frustrated indeed!

SPECIAL MOVES

Of course, being glued to your board with the perfect balance cheat is pointless if you don't know what shapes to throw to wow the judges. Here's how...

Air Walk
←, ←, Carve (in the air)
Alley-oop
↓, ↓, Carve (in the air)
Back Flip
↑, ↓, Carve (in the air)
Blown Out
↑, ↑, Slide (in the air)
Caveman
↓, ↑, Slide
Cheater's five
↑, ↑, Grab
Coffin
↓, ↓, Slide
Cross Air
↑, ↓, Grab (in the air)
Cruiser
↑, ↓, Grab
Darkslide
↑, ↓, Slide
Front flip
↓, ↑, Carve (in the air)
Hang Ten
↑, ↑, Slide
Helicopter
→, →, Carve (in the air)
JC Air
←, →, Grab (in the air)
Lawndart
↑, ↓, Slide
Left Flip
→, ←, Carve (in the air)
Manual
↑, ↑, Carve
Monkeyman
↓, ↓, Grab (in the air)
Nac Nac
←, ←, Grab (in the air)
Right Flip
←, →, Carve (in the air)
Rodeo Clown
↑, ↑, Carve (in the air)
Shove It Ollie
↑, ↓, Carve

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES

Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

DOJO STAGE

Choose to play Versus Mode, then hold SELECT when selecting the 'random' option at the selection screen.

ALTERNATE MUSASHI ATTACK

Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT

Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS

Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT

During Versus Mode, repeatedly press ⊗ + ◎ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST

Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE

Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE

Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER

Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

SELECT OPPONENT

When you defeat Sephiroth, a new option ('Select Opponent') in the Hades Cup will open. This lets you select an opponent to fight with a lot of experience points.

EXPERT MODE

At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

KLONOA 2: LUNATEA'S VEIL

UNLOCK MOMETSUTO

Successfully complete the game and you'll unlock Mometsuto.

BOSS BATTLE

Successfully complete the fairground levels to unlock a new area that allows you to battle against previously defeated bosses. Like, you'd want to!

BONUS LEVELS

Collect six stars in any level to be awarded a Momett doll. When you accumilate eight and then 16 of these dolls, two new bonus levels will be opened up.

UNLOCK THE GALLERY

Successfully complete the fairground levels to unlock a new option called 'Gallery.' If you collect all 150 gems in a level, that level's pictures will be added to the Gallery.

MUSICAL BOX

Complete each of the bonus levels to unlock a selection of jolly tunes in the Music Box.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH

Press L1, R1, L2, R2, ⊡, ◎, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK

During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS

At the Main Menu press ←, △, →, △, ↓, ◎, ⊗. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, ⊡.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat of yur choice.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT
View Credits
HEINEY

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

BULLET TIME

MAX PAYNE

THE GAME SLOWING YOU DOWN? WHACK SOME INFINITE HEALTH DOWN ITS THROAT.

INFINITE HEALTH

Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS

Pause the game during play. Now press L1, L2, R1, R2, △, ◎, ⊗, ⊡. You will also find yourself in possession of full ammo and eight Painkillers.

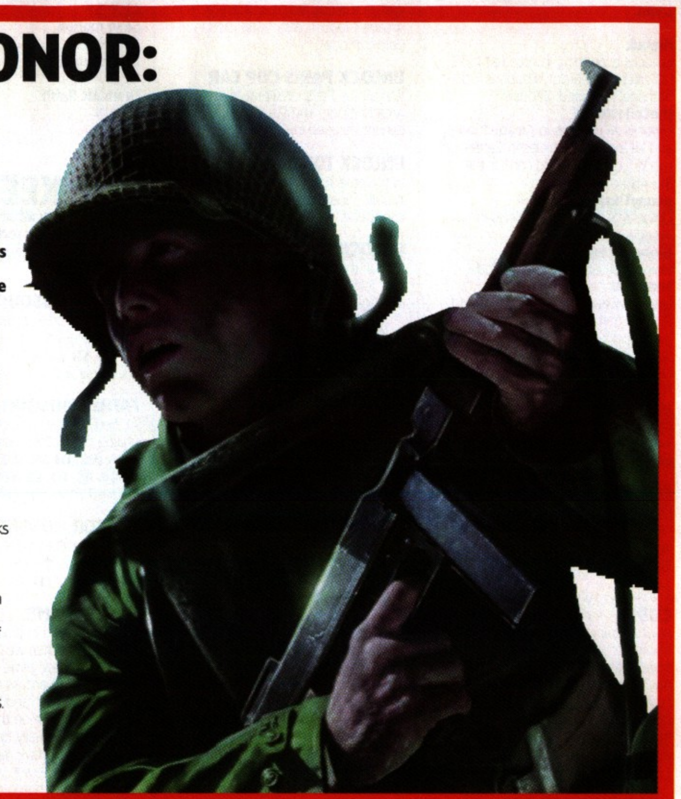
LEVEL SELECT

Press SELECT during play to return to the Main Menu.
Now enter ↑, ↓, ←, →, ↑, ←, ↓, ◎. Bear
in mind that this cheat only works once you've got past the first Chapter of Part One.

THE HONORABLE THING

MEDAL OF HONOR: FRONTLINE

CHEATS TO EASE YOU THROUGH THE PAIN OF WAR. RAT-A-TAT-TAT!



Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo:	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

THE LORD OF THE RINGS: THE TWO TOWERS

EASY THERE, YOUNG HOBBITS.

You may have the 'One Ring' tucked down your pants, but that won't stop an Orc cleaving your hairy skull in twain. These codes, on the other hand, will... To enter them, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ⊗, ↑
Restore ammo
⊗, ↓, △, ↑
Add 1000 exp
⊗, ↓, ↓, ↓
Level 2 skills
◎, →, ◎, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
▣, ←, ▣, ←
Level 5 Skills
⊗, ⊗, ↓, ↓
Invincibility*
△, ▣, ⊗, ◎
Unlimited missile weapons*
▣, ◎, ⊗, △
Devastating attacks*
▣, ▣, ◎, ◎
All combo upgrades*
△, ◎, △, ◎
Small enemies*
△, △, ⊗, ⊗
Slow motion*
△, ◎, ⊗, ▣

* The game must be completed first before these codes can be enabled.

ALSO...

If you complete the game with Aragon at level ten, you'll unlock the Tower Of Orthanc level. And if you complete this new level with any character, you'll unlock Isildur as an extra playable character. Play the Tower Of Orthanc level with him and you'll also be able to play with Isildur at level ten for every other stage in the game! It's a tall order to unlock Isildur but you'll be more than glad you did when you start cutting through swathes of orcs for pure fun.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ▣, ◎, ⊗, ▣, ◎, ▣, ⊗, ◎, ⊗, ▣, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, ▣, ▣, ▣, ▣, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ▣, ▣, ⊗, ▣, ◎, ◎, ⊗, ▣, ▣, ⊗
Stronger opponents
⊗, ◎, ▣, ▣, ⊗, ▣, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

`Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, △, ←, →, ←, ◎
Unlock Day Smith
△, ↑, ↓, ↑, ↓, ▣
Unlock Vanessa
△, ↓, ←, ←, ↓, ▣
Unlock Big Foot
△, →, ↑, →, ↑, ▣
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ▣, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.
When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.

To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, ▣, △, ▣, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

PANNING CAMERA

Pause the game, hold L2 + R2 and press ◎, ⊗, ◎, ⊗

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press ▣, ▣, △, ▣. Kurt will now appear in the game in only his pants!

CRAZY CAMERA

Pause the game, hold L2 + R2 and press ⊗, ◎, ⊗, ◎

FIXED CAMERA

Pause the game, hold L2 + R2 and press ◎, ⊗, ◎, △.

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE

Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION

Complete Sons Of Liberty on any difficulty

NINJA RAIDEN

Complete 50% of the VR missions as Raiden

RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN

Complete 50% of the VR missions as Snake

TUXEDO SNAKE

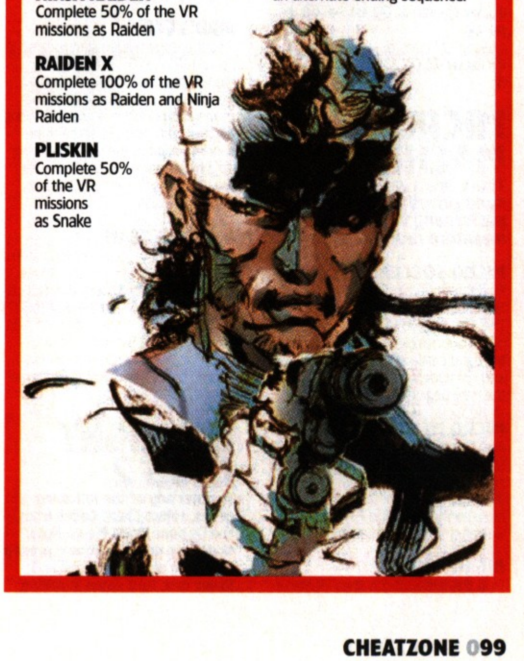
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE

Complete 100% of the VR missions as Snake, Pliskin, Tuxedo
Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



SWORD SWIPE

ONIMUSHA 2

GET ALL THE MODES OPEN AND THEN STAB THEM WITH YOUR SWORD. NEAT-O.

UNLOCK EASY MODE

Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE

Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS

On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE

If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered.

Invincibility	→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons	↑, ↓, ⊗, ▣, R1, △, △, ←, ◎, L1, L1, →
Level select	R2, △, ←, ◎, ▣, L2, ←, ↑, ⊗, ↓, L2, ▣
Full bolt	←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, ▣, ▣
Full spread	L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing	→, ↑, ▣, L1, ←, ←, L1, ←, ◎, ←
Full beam	←, ◎, △, →, L1, ▣, ←, R1, R1, △
Full area effect	←, ⊗, △, ↑, ⊗, ↓, ▣, L2, ←, R2
No power-up drops	↓, ↑, ⊗, ▣, ↓, ↑, ⊗, ▣, L1, L2, ▣, ◎
Boss mode	R1, △, ↓, ↓, ⊗, L2, ←, ▣, →, △, R2, L1
Training missions	▣, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ▣, ◎
Agent data	↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ▣, ↑, R1
Alien data	▣, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature	◎, R2, L2, ◎, △, ↓, ▣, ⊗, →, L1, ⊗, ↑

MICRO MACHINES

There are a wealth of pint-sized prizes to unlock by performing well in this miniature racing game.

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head lying on the ground.

COLOUR TINT

Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on another hay bail – below that is another star.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left and the star should be visible.

EARN THE TEAM

Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802-1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

MIDNIGHT CLUB 2

To enter any of the following codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press p to toggle between upper and lower case text when inputting them.

rimbuk	Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector	Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug	Unlocks all cities and vehicles in Arcade Mode.
Globetrotter	Unlocks all cities in Arcade Mode.
immortal	Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids	Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator	Unlocks no damage in Arcade Mode.
carcrobatics	Enhances 'In-Air' control.

CHANGE DIFFICULTY

Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR

Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR

Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR

Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X

Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select	PASSKEY
Level skip	QUITER
All combos	NINJA
All weapons	STRAPPED
Max ammo	MRJUAREZ
Max damage	SPINACH
Extra health	BUTTERUP
Free aim	FPSSTYLE
Pain arenas	MAXIMUMHURT
Armour	STEELUP
Rag doll	CLUMSY
Slow motion	SLIZOMIZO
Bouncy men	BOUNZMEN
Dramatic finish	STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ▣, ▣, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ▣, ▣, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO

At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ▣, ▣, R2, R2, R2

HIDDEN GAME

If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. Yes, it is as odd as it sounds! You can push ▣ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute!

MUSIC 3000

EXTRA SKIN 1

SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2

SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3

SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4

SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG

SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
▣, ▣, ▣, ⊗, ◎, ◎, ↑

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS

Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT

Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT

Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT

Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM

To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM

To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM

To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM

Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM

Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
⊡, →, ⊡, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, ⊡, R2, ⊡, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, ⊡, L1, ⊡, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, ⊡, ←, ⊡, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, ⊡, R2, ⊡
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, ⊡, ←, ⊡
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
⊡, L1, ⊡, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG

Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN

Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO

Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON

Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR

Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT

Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY

This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY

Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS

Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE

Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE

Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE

Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ⊗ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONI

MASTER CODE

At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, ⊡, ◎, ⊡. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
◎, ◎, ◎, R3
One-hit kills
L3, R3, ◎, ⊡
Tiny characters
L3, R3, ⊡, ◎
Big characters
R3, ⊡, ◎, L3
Big heads
START, ⊡, ◎, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT

Enable the Master code and then press L2, L2, L2, L2. A sound will confirm that the code has been entered correctly. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS

Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE

If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES

Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING

Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE

THINGS LOS ANGELES OFFERS THE TOURIST

This month's *True Crime: Streets of LA* reminded us of the time someone got shot outside our hotel at the 2001 E3 games show. But LA isn't all about guns and violent crime, right? Er, right? Anyone?

1. BEACHES
Soak up the Californian sunshine at Santa Monica. Or why not shoot down the road to Venice Beach, home of the bodybuilder, suspect herbalist, aggressive tramp and – from 6pm onwards – Uzi 9mm.

2. MOVIE STARS
Experience peace in the luxurious surroundings of the film star. (Slim chance of being shot if you stray too close to the Heston mansion.)

3. HOLLYWOOD
Ah ha! The glitz and pizzazz of Tinseltown. Follow the avenue of the stars. Uh, just not further than Mann's Chinese Theater unless you want your face rearranged with the butt of a pump action shotgun.

4. SHOPPING
Why not spend a few hours buying out the Rodeo Drive boutiques? (May require balaclava and Beretta.)

5. MUSIC
Experience the West Coast sound! Current favourite: Colt Python 6".

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

BIG HEAD MODE FOR NPCS

Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

PEOPLE ARE STRANGE

THE SIMS

STRUGGLE NO MORE WITH THE STRAINS OF DOMESTIC LIFE...

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE

Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM

ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES

ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS

ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT

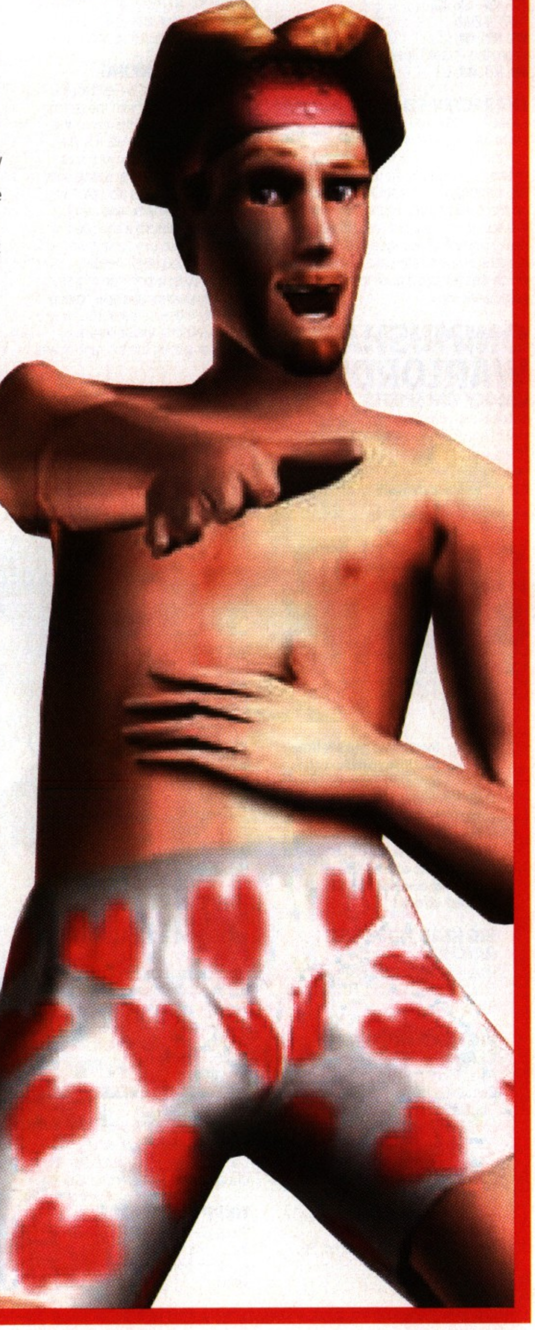
ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY

ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON

ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less



RAPPER 2

DIFFERENT HATS

Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP

Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS

Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way as you make your own great escape:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.
Unknown code #1
Dt
Unknown code #2
TogsavecanO

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold q and press ← or → to change it. Press r to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ✕, ○, □, △, ✕, ○, □ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours of play.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →, ↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION

To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II

The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
⊡, ◎, △, ◎, ⊡, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ⊡, ◎, ⊡, ◎
Level select
◎, ⊡, ⊗, △, ⊡, ◎, ⊗, ⊗
Super health
⊗, ⊗, ⊡, △, ⊡, △, ◎
Unlimited ammo
⊡, △, ⊗, ◎, ⊡, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ⊡, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ⊡, ◎, ⊡, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ⊡, △, ◎, ⊗, ⊡
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ⊡, ◎, ⊗, ⊗
Director's cut
⊡, ⊗, ◎, △, ◎, ⊗, ⊡, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡

REIGN OF FIRE

If you're having trouble ridding the world of those flying firecrackers, ignite your abilities with these codes...

LEVEL SELECT

At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ⊡, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS

Enter any of the following codes during play...

LEVEL SKIP

⊡, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY

⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE

⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING

⊡, △, ←, ↓, ⊡, ◎

GOAT MODE

△, →, ←, ←, ◎, △, ⊡, →, ↑

RESIDENT EVIL CODE: VERONICA X

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

SILENT BUT VIOLENT

SILENT HILL 3

BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press o, u, p and i together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press 8, 8, 2, 2, 4, 6, 4, 6, e, q. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

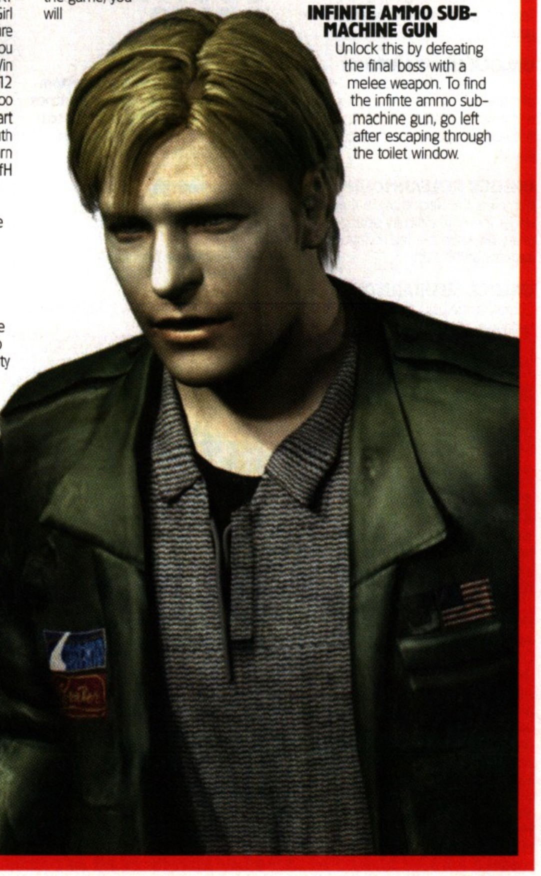
To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.



RESIDENT EVIL: DEAD AIM

UNLOCK FONGLING

Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold L1 and R1 and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△⊗△⊗	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△◎□	On-screen speedo
◎◎△□	Change Rocket Car appearance

ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.

RIDGE RACER V

HUD DISPLEY

Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use in Duel or Time Attack Modes.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start of the game.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ⊗
All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
◎, □, ◎, □, ◎, □, □, □, ◎, ◎, □, ◎, ◎, ◎
All FMV sequences
□, □, □, ◎, ◎, ◎, □, ◎, □
View credits
□, ◎, ◎, □, ◎, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ⊗, →, ←, →, ←, ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ⊗, ⊗, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1Ending
European Trade Show

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES

Unlocks	How
Brodi skin	Complete the Peak 1 lodge
JP	Complete the Peak 1 lodge
Marisol	Complete the Peak 1 lodge
Jurgen	Complete all Peak 1 goals
Eddie skin	Complete the Peak 2 lodge
Luther skin	Complete the Peak 2 lodge
Marty	Complete the Peak 2 lodge
Seeiah	Complete the Peak 2 lodge
Snowballs	Complete all Peak 2 goals
Canhuck	Complete all Peak 3 exploration goals
Churchill	Complete the Peak 3 freestyle
Cudmore	Complete the Peak 3 earnings goal
NW legend	Complete all Peak 3 goals
Unknown Rider	Complete all Peak 3 race goals
Bunny San	Collect all the art
Far East Myth	Get 100% in all mountain stats
Gutless	Get a medal in all events
Hiro	Collect all the trading cards
Stretch	Collect all the posters
Svelte Luther	Collect all the toys

WWE DIVAS

Yep, they're the 'hottest' women on the planet, if the official WWE website (and Tom) are to be believed. Which is why we handed Mayo all 16 and asked him to come up with a top five. Tough.

1. STACY KEIBLER

Difficult to argue with the big bear on this one. Cracking good looks and *the* body (including, in Tom's own words, "one hell of an ass") give Keibler the edge. "Not much of a wrestler," adds Tom, "but who cares when she's rolling around in the sea with next to nothing on, calling my name again and again."

2. GAIL KIM

Interesting! New girl Gail storms into number two thanks to saucy good looks and the ability to fit into a miniscule bikini. "Like her," says Tom. "Like her cheeky smile, and the way she calls me Tommy."

3. TORRIE WILSON

Occasional wrestler Torrie is the class act of the group. "Yeah, she was class when she got her baps out in Playboy," Tom says dreamily.

4. TRISH STRATUS

Somewhat mystifyingly, the WWE 2003 Babe of the Year, despite her wonky nose. Still, not a bad 'sort'. "Nice pair of norks too," Tom adds.

5. DAWN MARIE

Big old conk on her, but undeniably fit, Dawn rounds off the top five. "She asked me out once," Tom lies.

3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	**code**
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press o, u, p and i together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press 8, 8, 2, 2, 4, 6, 4, 6, e, q. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could Simpsons Skateboarding have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down o + p + u + i and enter the following codes at the character select screen for the desired effect.

All boards
⊗, △, ◎, ▢
Level select
△, ⊗, ▢, ◎
Get $99.00
△, ⊗, ◎, ▢
All skaters
◎, △, ⊗, ▢
Fuzzy skaters
⊗, △, ▢, ◎
Big head Homer
◎, ⊗, △, ▢
Underwear Homer
△, ◎, ⊗, ▢
Big head Bart
⊗, ▢, ◎, △
Gangsta Bart
◎, ⊗, ▢, △
Demon Marge
⊗, ▢, △, ◎
Big head Lisa
▢, △, ⊗, ◎
Gangsta Lisa
▢, △, ◎, ⊗
Big head Nelson
△, ▢, ◎, ⊗
Ballerina Nelson
△, ▢, ⊗, ◎
Sunglasses Otto
▢, ⊗, ◎, △
Big head Frink
▢, ⊗, △, ◎
Groovy Frink
⊗, ◎, △, ▢
Business suit Krusty
◎, △, ▢, ⊗
Big head Wiggum
⊗, ◎, ▢, △
Man eater Wiggum
△, ◎, ▢, ⊗

SMASH COURT TENNIS PRO TOURNAMEN

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO

Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE

Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY

Press SELECT during play, then hold R1 + L1 + R2 + L2 + ▢ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION

Press SELECT during play, then hold R1 + ▢ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS

Press SELECT during play, then hold L2 + R2 + ▢ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES

Press SELECT during play, then hold L1 + R1 + ▢ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING

Press SELECT during play, then hold L1 + L2 + R1 + ▢ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET

Press SELECT during play, then hold L1 + L2 + ▢ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY

Press SELECT during play, then hold L1 + L2 + R2 + ← + ▢ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ◎, △, ▢. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS

The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a Vulture FMV

TEKKEN APART

TEKKEN 4

UNLOCK THE SECRETS WITH EASE. BEAUT.

UNLOCK EDDY GORDO

Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

UNLOCK MIHARU HIRANO

Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ◎.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME

Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

FIGHT AS PANDA

Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ◎.

FIGHT AS VIOLET LEE

Highlight Lee at the character selection screen and press ◎.

UNLOCKING ALL CHARACTERS

Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

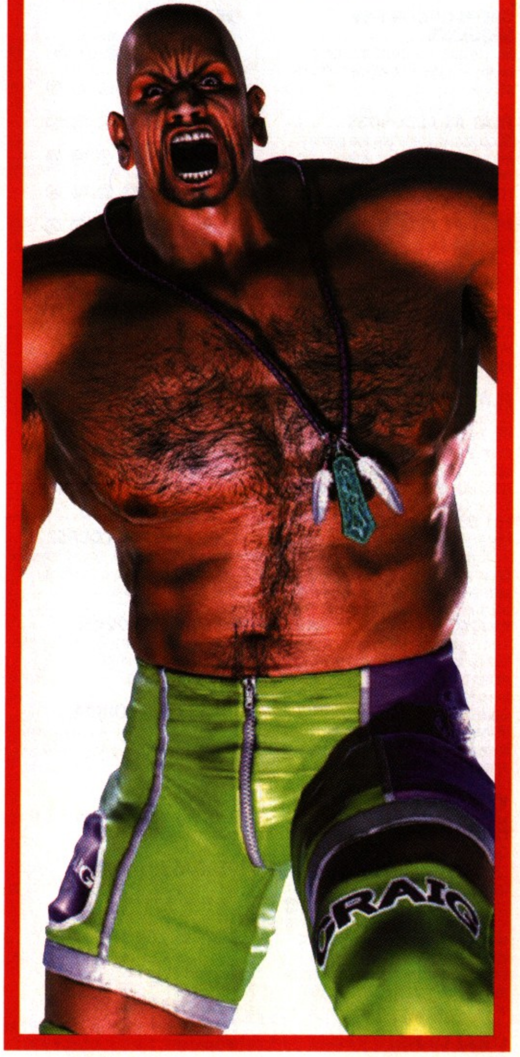
COSTUME	**CODE**
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE

Successfully complete Tekken Force Mode with any character.

UNLOCK THEATER MODE

Successfully complete the Story Mode with any character.



TAG LINE

TEKKEN TAG TOURNAMENT+

IT'S ALL YOU EVER NEEDED TO KNOW ABOUT THIS TOP DRAWER FIGHTER...

PRACTICE MODE STAGE SELECT

Highlight 'Practice' mode at the main menu. Hold L2 and press R2 the indicated number of times to select the stage...

STAGE	PRESSES
Law (new)	1
Yoshimitsu (light snow)	2
Ling	3
Hwoarang	4
Lei	5
Ogre	6
Schl Stage	7
Jin (evening)	8
Nina	9
Eddy (sunset)	10
King	11
Heihachi	12
Eddy (daytime)	13
Unknown	14
Law (old)	15
School Stage (daytime)	16
Jin (daytime)	17
Nina (night time	18
Yoshimitsu (heavy snow)	19
Paul	20

UNLOCK GALLERY MODE

Unlock Devil and Angel to access gallery mode.

UNLOCK THEATER MODE

Successfully complete the game in Arcade mode under any difficulty setting once to unlock Theater mode. This allows the character endings you've unlocked to be viewed.

UNLOCK TEKKEN BOWL MODE

Unlock Ogre to access Tekken Bowl mode. This fun bowling game is played best with a combo of Heihachi and Anna – with Heihachi you can get a strike every time! Contrary to popular belief, you can't unlock Dr Boskonovitch by either knocking him down to getting the highest score on the leader board.

UNLOCK TEKKEN BOWL JUKE BOX

Score more than 200 points in Tekken Bowl. To access it, press START to pause a game, select 'Bowling Options,' and choose any musical accompanyment you wish!

UNLOCK ULTRA HARD DIFFICULTY SETTING

Successfully complete the game under the Very Hard difficulty setting. After you defeat Unknown, the Ultra Hard difficulty setting will be unlocked in the options menu.

PAIR PLAY MODE

Press ← at the main menu. This mode allows you to have a controller two tag partner or controller two opponent with his/her partner.

SECRET CHARACTERS

Successfully complete the game in Arcade mode various times under any difficulty setting to unlock a secret character, which will appear in the following order...

CHARACTER	XS COMPLETED
Kunimitsu	1
Bruce Irvin	2
Jack-2	3
Lee Chaolan	4
Wang Jinrey	5
Roger & Alex	6
Kuma & Panda	7
Kazuya Mishima	8
Ogre	9
True Ogre	10
Prototype Jack	11
Mokujin & Tetsujin	12
Devil & Angel	13
Unknown	14

FIGHT AS GOLD TETSUJIN

Win ten matches in Versus mode.

FIGHT AS TIGER

Complete the game with Eddy, then highlight him on the character select screen and press START.

ARMOR KING'S ALTERNATE COSTUME

Complete the game with King, then highlight him on the character select screen and press START.

HIDDEN ENDINGS

If you complete the game as Panda, Ling in her School Uniform costume, Tiger and Angel, they will have different endings to Kuma, normal Ling, Eddy and Devil.

sequence in the CG menu.

SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.

......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side that you want to explore in more depth...

SSX

MASTER CODE

On the Character Select Screen, press ⊡ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ◎, △, ⊡. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, ⊗, ⊡, △, ◎
Running Man mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, △, △, △, △

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE

Hold L1 + R1 and press ⊗, △, →, ◎, ⊡, ↓, △, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold L1 + R1 and press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, △, △, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS

Hold L1 + R1 and press ⊡, ⊡, →, △, △, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR

In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH

To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, ⊡, ⊡, ⊡

TOGGLE SPECIAL ABILITIES

Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press ⊡, ⊡, R1, R2

INCREASE SCORE

Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME

Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS

L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS

R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE

L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL

↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS

Hold R1 + L1 and press ↑, ⊡, ⊡, ←, ⊡, ⊡, ↓, ⊡, ⊡, →, ⊡, ⊡
Where? Item select screen

INCREASE ITEMS

Hold R2 + L2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY

L1 + L2 + R1 + R2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →, ⊡, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE

Hold L1 + R2 and press ↓, ⊡, ↑, ⊡, →, ⊡, ←, ⊡ at the opening screen with the *Tenchu* logo. Select 'Options,' then 'Audio,' then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS

Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.

Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER

MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS

Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE

On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES

Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ

Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES

Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE

Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE

Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE

Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ◎
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, □
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ◎
Pepper Spray
←, →, ↓, L1, □
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ◎
Grenade Launcher
←, →, ↓, R1, □
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ◎
Grenade
←, →, ↓, R2, □
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2, L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN

ALL DRIVING GAMES, CARS AND TOYS

Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS

Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS

Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS

Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER

HIDDEN FMV

Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, □, △, △, L2
Stingy the Rat
R1, R1, L1, □, □, □
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, □
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
□, △, □, △, R1
Jail Level
R1, R1, □, △, R1
Gladiator Level
△, □, L1, L1, L1

T IS FOR...

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

BEATERS

European All-Stars win the Euro Cup.
African All-Stars win the African Cup.
American All-Stars win the American Cup.
Asia/Oceania All-Stars win the Asia/Oceania Cup.
South American All-Stars win the South American Cup.
World All-Stars win the World Cup.

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND

While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE

While pushing forward on the left analog stick, press and hold R2 and press ◎. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER

Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER

Press □ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT

While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS

Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.

Timewarp teams win the Timewarp Cup and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers
ALLTW3
All courses
14COURSES
Super Tiger Woods
SUNDAY
Brad Faxon
XON
Cedric Andrews
IAM1
Charles Howell III
BANDPANTS
Dominic Donatello
GODFATHER
Hamish
MCRUFF
Jim Furyk
THESWING
Josey Scott
SUPERSTAR
Justin Leonard
JUSTINTIME
Kellie Newman
COWGIRL
Mark Calavecchia
CALCULATE
Mark Omeara
TB
Melvin Tanigawa
YOYOYO
Notah BeGay III
NOTABLY
Solita Lopez
SOLITARY1
Steve Stricker
SS
Stewart Cink
SINK
Stuart Appleby
ORANGES
Takeharu Moto
2TON
Ty Tryon
TYNO
Val Summers
VALENTINE
Vijay Singh
VJSING

MEMORY CARD BONUSES

Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

EYES OF A HAWK

TONY HAWK'S PRO SKATER 4

THE BEST SECRETS FROM THE BEST 'BOARDER OUT THERE...

ENABLE MOON PHYSICS

To give your chosen skater more height on their jumps, thus allowing you more time to string combos together and land them, go to the Options menu, select 'Cheats' and then enter Superfly as a case-sensitive code (yes, that means a capital 'S', doofus!) You will now be able to toggle Moon Physics on from the main cheats menu in the game.

HIDDEN CREATED SKATERS

Enter one of the following character names at the Create-A-Skater screen and their hidden stats will appear...

Aaron Skillman, Adam Lippman, Andrew Skates, Andy Marchal, Angus, Atiba Jefferson, Ben Scott Pye, Big Tex, Brian Jennings, Captain Liberty, Chauwa Steel, Chris Peacock, ConMan, Danaconda, Dave Stohl, DDT, DeadEndRoad, Fakes The Clown, Fritz, Gary Jesdanun, grjost, Henry Ji, Jason Uyeda, Jim Jagger, Joe Favazza, John Rosser, Jow, Kenzo, Kevin Mulhall, Kraken, Lindsey Hayes, Lisa G Davies, Little Man, Marilena Rixfor, Mat Hoffman, Matt Mcpherson, Maya's Daddy, Meek West, Mike Day, Mike Lashever, Mike Ward, Mr. Brad, Nolan Nelson, Parking Guy, Peasus, Pete Day, Pooper, Rick Thorne, Sik, Stacey D, Stacey Ytuarte, Stealing Is Bad, Team Chicken, Ted Barber, Todd Wahoske, Top Bloke, Wardcore, Zac ZiG Drake

Here's the complete list of secret cheat codes – to be entered in the Cheats screen via Options before you start the game. To activate them, simply go to the Cheats Menu after pausing and toggle them on. To disable the cheats simply toggle them off.

MASTER CODE
watch_me_xplode

UNLOCK JANGO, EDDIE AND MIKE
homielist

UNLOCK DAISY
(o)(o)

ALWAYS SPECIAL
doasuper

PERFECT MANUALS
mullenpower

PERFECT GRINDS
ssbsts

MOON PHYSICS
superfly

MATRIX MODE
nospoon

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	**UNLOCKS**
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
SHERWOOD TARGET	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS

When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS

When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS

Complete Story Mode twice.

UNLIMITED AMMO

Complete Story Mode three times.

WIDE-EFFECT AMMO

To get this improved ammunition complete Story Mode four times.

MIRROR MODE

Complete Story Mode without using any continues at all.

UNLIMITED CREDITS

To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS

Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS

Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE.

Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE

Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS:

Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS

When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE

Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

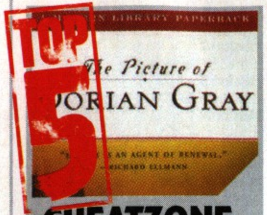
Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES

Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, △
One-hit kills
⊗, ⊗, ↑
God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ⊡, ◎



CHEATZONE BOOKS

Sometimes we pretend to be intelligent. Like this month, for example, where a cursory glance around a messy office suggests the team might finally be trying to read. (Includes translation...)

1. MATT

The Picture of Dorian Gray by Oscar Wilde. "A classic tale of man's desire for eternal youth," reckons Cundy. Tediously over-rated drivel for pretentious turds, it says down here.

2. STEPHEN

Hard-boiled Wonderland and The End of the World: A Novel by Haruki Murakami. "Quite extraordinary Japanese vision of reality, self and the struggles within," explains Steve. So: inexcusably bizarre yawnfest that makes about as much sense in English as it did in Japanese.

3. TIM

Danse Macabre by Stephen King. "Fascinating dissection of the horror genre using a social brushstroke," says Weaver. No idea what I'm talking about but I like the bit with all the blood and guts and stuff.

4. TOM

Powerslam. "A cutting-edge tool for a multi-billion conglomerate," offers Tom. A wrestling magazine from which Tom has cut out all the divas.

5. RICH

Beano by the bloke who does it.

U IS FOR...

UFC THROWDOWN

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE
Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE
Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE
Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER
Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES

Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ◎
Invincibility
⊡, ◎, ←, →, ◎, ⊡
Full ammo
←, →, ◎, ◎, ◎, →, ←
All characters
←, ←, ◎, ◎, →, ←, ⊗

LEVEL SELECT
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR
At the main menu, press ◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR
At the main menu, press ⊡, ⊡, ◎, ◎, ⊡, ⊡ ◎, ◎. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE
At the main menu, press ←, →, ←, →, ←, →, ◎, ◎, ◎. Select multiplayer mode, highlight the 'Mutators' option and press ⊗. Highlight the new 'Big Head' option, then press →, ⊗.

V IS FOR...

V-RALLY 3

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI
Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000
Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL
Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY
Set a record time for every track.

REVERSED TRACKS
In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS
Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

Small cars
01041977 BIGJIM
Squishy cars
25121975 PILOU

VIRTUA FIGHTER 4

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES
Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE
Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO
Gain 5th Dan rank in Kumite Mode.
TRAINING STAGE THREE
Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE
Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS
Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

W IS FOR...

WAKEBOARDING UNLEASHED

CLEAR ALL GAPS

At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2
The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS
At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓
The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS
At the Main Menu press: ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎, △, △, △, △, ⊡, ◎, △
The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
⊗, △, ◎, △, ◎
Unlimited weapons
△, ◎, ⊗, ◎, ⊡
Unlimited shields
△, △, ⊡, ⊡, ⊡
Retro ships
⊗, ◎, △, ⊡, ⊗
Animal ships
△, ◎, ◎, △, ⊗
Fast ships
⊡, ⊗, ⊗, ⊗, △

WORLD CHAMPIONSHIP SNOOKER 2003

Input the following code at the Main Menu to unlock everything (players, locations, baize colours etc). A click can be heard to confirm that the code has been entered correctly:

Everything
R1, L1, ⊡, △, ⊡, R1

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER
Comedy commentary
HELIUMAID
No chassis
THATSSTUPID
Flying cars (in replays)
FLOATYLIGHT
Overhead camera
DOWNBELOW
Reversed camera
ONTHECEILING
Underwater graphics
WIBBLYWOBBLY
Psychedelic graphics
IMGOINGCRAZY

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

WWE CRUSH HOUR

CODES

All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
⊡, L2, R2, ◎, ⊡, L1, L1, L2

Just Kevin Nash
At the Character/Vehicle selection screen, press:
L2, ⊡, R2, ◎

Fill Special Meter quickly
Pause during game play, hold L3 and press:
△, ◎, ◎, ◎, ◎

Unlimited turbo
Pause during game play, hold L3 and press:
⊗, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT

Press △, ◎, △, ⊡, △, ◎, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES
Press △, ◎, △, ⊡, ⊡, ⊡, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION
Press △, △, ◎, ◎, ⊡, ⊡, ◎, ◎, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH

Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE
At the 'Press Start' screen, press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

EXTRA JEHUTY OFS

Successfully complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY
Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

ALTERNATE RANKING IMAGES
Successfully complete the game with an 'A' Rank to view a different background picture at the Rankings screen, which follows the credits. To view another different background picture at the Rankings screen, complete the game with an 'S' or 'SS' Rank.

UNLOCK ZORADIUS MINI-GAME
Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1. A sound will confirm correct code entry. Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT
Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups with the exception of Speed Up.

ALTERNATE ZORADIUS IMAGE
Successfully complete the Zoradius mini-game with a score higher than 570,000 to view a different image at the end of the game.

UNLOCK NAKED JEHUTY IN VERSUS MODE
Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle). When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers. Shoot the lasers to disable them and go through into a secret area. Inside you'll be confronted by Naked Jehuty – defeat it and grab the Vs Mech icon from the centre.

A TO Z TOP FIVES

In association with

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...
1. ______________________
2. ______________________
3. ______________________
4. ______________________
5. ______________________

I am ______________________

And I live at ______________________

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ALL-NEW CHEAT DISC CODES

ACTION REPLAY

The best new codes for Datel's cheat system...

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032
Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

DANCING STAGE FEVER

Master Code
0E3C7DF2 1853E59E
EE8E1962 BCB978F2
Player One Always Low Speed
CE460336 BCA95B83
Player One Always Ultra Fast Speed
CE460336 BCA96A2E
Player Two Always Low Speed
CE40C04E BCA95B83
Player Two Always Ultra Fast Speed
CE40C04E BCA96A2E
Max Score (Both Players)
DE8A633A F8ACA07D
Full Gauge After 1 Miss
DE8A6456 E0AC9F83
Unlock Tea Pot
DE96591E 9A565B61
Max Perfect
CE4603EA BCA99E6A
Max Great
CE4603F6 BCA99E6A
No Great
CE4603F6 BCA99B83
Max Good
CE4603F2 BCA99E6A
No Good
CE4603F2 BCA99B83
Max Almost
CE4602FE BCA99E6A
No Almost
CE4602FE BCA99B83
Max Boo
CE4602FA BCA99E6A
No Boo
CE4602FA BCA99B83
Max O.K
CE460286 BCA99E6A
No O.K
CE460286 BCA99B83

TIME CRISIS 3

Master Code
0E3C7DF2 1853E59E
EE97957A BCA99C80
Monster Score
D11D3046 C19E7B82
Infinite Lives
D11D3042 BCA99B88
Infinite Time
D11D309A BCA9C963
Handgun Ammo/No Reload
D11D370A BCA99B8C
M-Gun Ammo/No Reload
D11D3716 BCA99B4B
Shotgun Ammo/No Reload
D11D3712 BCA99BD3
Grenade Ammo/No Reload
D11D371E BCA99B88

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F
0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:

Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA
Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

FREEDOM FIGHTERS

Master Code
0E3C7DF2 1853E59E
EEB816F2 BCEF8382
Infinite Health
DE4AF3F6 FB299B83
Infinite Ammo
DEAFEE0A E0AC9B84
Invisible
DE4B1B36 FB299B83
Trip To Paradise
DEA78782 BCA99B83
Goodies+Rifle (L1+L2+Up)
0EB2B8F8 BCA99572
DE85F04A
BCA99B83
0EB2B8F8
BCA99A82
DE85F04A
CCE99B99
Goodies+Sniper (L1+L2+Down)
0EB2B8F8 BCA99542
DE85F0C2 BCA99B83
0EB2B8F8 BCA99A82
DE85F0C2 CCE99B99
Goodies and Handgun (L1+L2+Left)
0EB2B8F8 BCA99502
DE85F7BA BCA99B83
0EB2B8F8 BCA99A82
DE85F7BA CCE99B99
Goodies and Rocket (L1+L2+Right)
0EB2B8F8 BCA99562
DE85F732 BCA99B83
0EB2B8F8 BCA99A82
DE85F732 CCE99B99
Goodies+Shotgun (L1+L2+UP)
0EB2B8F8 BCA99572
DE85F6AA BCA99B83
0EB2B8F8 BCA99A82
DE85F6AA CCE99B99

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849 BCA99BBA
Max All Stats
FEB4F84F BCA99BBA
DEB4F84E F3E0D2BA
CEB4F84A BCA9D2BA
All Rewards
DEB3FD1E BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF BCA99BBA
DEB41FBE F3E0D2BA
CEB41FBA BCA9D2BA
All Rewards
DEB41C0E BBA89A82
DEB41C0A BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA
Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn the page now!

FIFA 2004

Mastercode
9042C574 .... 0C110E17
Note – must be on for the following cheats
200C0000 .... 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 .... 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 .... AC620000
201E54EC 08030000
Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 .... 0000FBFE
30200001 .... 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 .... 0000F7FE
30200001 .... 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 .... 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 .... 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 .... 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 .... 3C013634
Unlimited Ammunition
2023AC84 .... 3C013634
DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 .... 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 .... 00007FFF

SSX 3

Mastercode
903FF6A0 .... 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 .... 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 .... 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 .... 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 .... 05F5E0FF
204ABF18 .... 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 .... 05F5E0FF
204AFD38 .... 05F5E0FF
Maximum Acceleration
004AFE50 00000037
Maximum Edging
004AFE52 00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 .... 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 .... 05F5E0FF
204ADE28 .... 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 .... 05F5E0FF
204AA008 .... 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 .... 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 .... 05F5E0FF
204A80F8 .... 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 ....
00000064
Cannot Be Arrested
20198d60 ....
03e00008
20198d64 ....
00000000
20198f30 .... 03e00008
20198f34 00000000
Unlimited Time
202B5D30 .... 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)
Unlimited Health
200C0220 .... 3C0142C8
200C0224 .... AC410368
200C0228 .... 03E00008
200C022C 44020000
202D2CA4 .... 0C030088
Unlimited Armour
200C0230 .... 3C0142C8
200C0234 .... AC41036C
200C0238 .... 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 .... 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 .... 03e00008
2016f694 00000000
No Weapons Damage
201864f0 .... 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 .... 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009A
Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009B
Police
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009C
Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009D
Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009E
Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 2404009F
Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 240400A1
Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 .... 0C09E804
20276B24 .... 240400A2
Fun Cheats - City Riots
101c7c8c 00000008
Babe Magnet
004B125C 00000001
Increase Game Speed By Half
204B0DD8 .... 3F000000
2x
204B0DD8 40000000
4x
204B1C58 40800000
100x
204B0DD8 .... 42C80000

WIN!!
BLAZE'S
REGION FREE
DVD DISC
see p90

THE HELPING HAND

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

Torn from the arm of the world's greatest gamer in a tragic dance mat accident, The Hand now helps others...

E-MAIL CHEATZONE@FUTURENET.CO.UK

MAIL HELPING HAND, FUTURE PUBLISHING,
30 MONMOUTH ST, BATH, BA1 2BW

FAX 01225 732275

EVERY LETTER WINS!!

Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal of Honor.

FINNISH LINE

Dear Helping Hand,
I'm stuck on *Wild Arms 3*. In Leyline Observatory I only know the first password – what is the second password? Are there more than two passwords in this dungeon? Please help me!!!
SEPÉ FINLAND

Hyvää päivää, Sepé! You heard. Contrary to popular belief we're not all mono-lingual saps over here y'know. As for your question, indeed there are only two passwords required in this dungeon. The first is 'Inkapilia', which is found by reading one of the books in the room where the Radar Tool is found; and the second is 'Guiding Word', which is found by reading the book in the room that is unlocked after you speak with Jet. So, that's just about problem solved, I'm thinking, and all that remains to be said is: 'Tarvitsen teiltä virtsanäytteen'. Pa! Who said Finnish was a hard language to learn? (*Especially when you're reading it straight off the internet, eh?* – Ed.)

H2-OH

Dear Helping Hand,
Can you please help!? I am playing *Ratchet & Clank* and am on Rilgar. I'm stuck where you must use the Hydrodisplacer to empty the pool of water. It says to clear what is left at the bottom of the pool, refill and then swim over to the opposite tunnel. Problem is, I just cannot collect the rest of the water – once the Hydrodisplacer is full, nothing more gets sucked up, though there is still water at the bottom of the pool.
LYNNE APLIN VIA EMAIL

Okey-dokey, this is what you have to do: Go to the valve (which looks like an Invinco-Lock logo) and suck the water out of the pool using the Hydrodisplacer. Drop into the pool and Boost Jump to the ledge on the side, where you should be able to see a second pool. Empty the water from the Hydrodisplacer into this pool, then swim across to the opposite tunnel. Now you should be able to continue on your merry way once again!

Water Clank: Stolen from the Blarg Space Station, the Hydrodisplacer can empty or fill reservoirs.

Be my friend!
Dig for a scoop

Photo-a-go-go: Collecting every Scoop in *Dark Chronicle* will keep you occupied for quite a while.

SNIPPETS

MMM... MONSTER TRUCKS

Dear Helping Hand,
I've been playing *Simpsons: Hit And Run* and have found a few things that you might be interested in. On Apu's level, if you go to Springfield Stadium there's a monster truck next to the fountain that you can get in and drive around. Also, on Bart's first level, if you go to the highway entrance there are some stairs. These lead to the Springfield Monorail, which you can also get in and drive around in. I also found out that if you change the date on your PS2 to December 25, everything in the game changes so it looks like Christmas. Other dates that have an effect are October 31 (Halloween) and January 01 (New Year's Day).
★ ABIL KAMIR, VIA EMAIL

FISH 'N' TIPS

Dear Helping Hand,
Thanks for the *Finding Nemo* cheats in your last issue. I have a tip for the game that I would like to share with you. On the Submarine level, there is an area with a pipe puzzle. When you reach this area, look behind the door and you'll find the solution to the puzzle on the wall.
★ LAURA JEFFS, VIA EMAIL

➜

SCOOPER POOPER

Dear Helping Hand,
Can you solve a problem I'm having on the excellent game, *Dark Chronicle*? I've managed to get hold of a list of all the Scoop Photographs, and has, as a result, managed to get all the Scoops except the one titled 'A Surviving Soldier'. What I want to know is how do you get this photograph? In my list it says to look in a cave on Veniccio between midnight and 04.00. I've looked everywhere and at all hours but can't find it.
KEVIN ADAMS LUTON

Collecting all the Scoops isn't easy – in actual fact, you've done a commendable job so far! 'A Surviving Soldier' is a particularly tough Scoop to locate and shoot successfully. On Veniccio there are two caves – the one you want is directly opposite the cave that leads to Pau's House, and is near the station entrance bridge (use Georama to move across the ocean). Once you've located the cave, enter it and keep on going until you reach a transparent cave entrance. To the left of the entrance is a boulder. See it? Well, behind this boulder is the ghostly warrior that you are trying to photograph. Move forwards until you can't go any further, keep taking photos from this position and you should eventually get that final Scoop. Just imagine how sweet it's going to feel when you finally get it sorted.

MONKEY BUSINESS

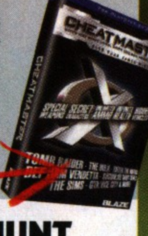
Dear Helping Hand,
I'm currently playing *Escape From Monkey Island*. It's a great game, but I'm well stuck. I have to find the third part of the Ultimate Insult where the hat is buried underneath one of the boulders. I haven't got a clue where to start. I'm aware that I have to drug one of the parrots and then get directions, but there isn't an option to speak to the parrot. Have I just forgotten to do something, or am I simply barking up the wrong tree? I'd be very grateful if you could help as I can't complete the game without it. Oh, and *Indiana Jones And The Emperor's Tomb* is ten times better than *Tomb Raider: Angel Of Darkness*!
BAZ VIA EMAIL

Right, this is a tough one to answer consicely, but I'll do

STAR LETTER

IN ASSOCIATION WITH
XPLODER

Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!



GLITCH HUNT

**Dear Helping Hand,
It's hard to believe, but I'm still playing *GTA Vice City* now, a year after I bought it. I've completed it twice, and probably know more about the game than any human being that ever lived. But, the brilliance of the game keeps revealing itself to me and I recently came across a glitch which I reckon everybody should know about. If they don't already. All you have to do is get your hands on a helicopter (try the Hyman Condos, down by the Memorial Stadium) and then take to the skies. Once you're up there, land on one of the skinnier skyscrapers and get out of the chopper. Move Tommy towards the edge of the building, being ever so careful about it, and you'll be able to edge him out into thin air. Look down – you're now 50 storeys up with nothing beneath you but air! I thought this was brilliant – just one of the things you can do while you're fooling around with the game. Surely no other PS2 game gives you this level of replayability, does it?**
CHRIS SHAW VIA EMAIL

Nah. That's why *Vice City* is the best game on PS2. And you know the greatest thing of all? That won't be the last 'crazy' that pops up, even though the game's over 12 months old now.

Cap it all off: Truth is, we took this picture for something else in the mag and never got round to using it. So, for no other reason than we persuaded Mayo to do it, we've reprinted it here. Beaut.

Ring the alarm...: And then sneak into the school and grab the all-important whistle from the chest.

my best. First I'll list the three items you need to complete the puzzle, then I'll tell you how to complete the puzzle.

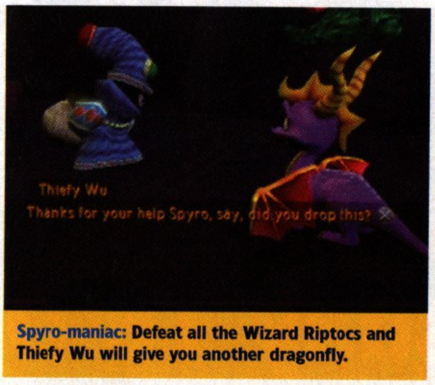
1. Wimpy Grog. You can grab hold of this from the bartender at the Micro Groggery.
2. Whistle. Go to the school at the top of the island and sit an exam. Answer the questions like a pirate (you'll be awarded the Dunce Cap) to be kicked out of the school. Outside, activate the fire alarm, go back inside the school and take the Whistle from the chest.
3. Li'l Guybrush & Li'l Lechuck. Go to the puppet show on the beach and talk to Li'l Lechuck. Tell him you think you've heard of him, that he died over 80 years ago and ask him where he's been. After Li'l Guybrush tells you about Casaba, ask to speak to the puppeteer. Show the puppeteer the Blue Painting and pick up the puppets when he decides to up sticks and scarper.

a. Once you have the items, walk to the beach on the east side of the island and talk to the fat pirate. Find out about his father (Tiny LaFeet) and the Bronze Hat buried under a boulder. **b.** After the conversation, walk right, to the first boulder. Use the Whistle to call two parrots down to the boulder. Give one of the birds the Wimpy Grog and ask it a question that you know the answer to. Depending on how it answers, you'll be able to work out whether it's the honest parrot or not. You can always recognise the parrot you have discovered as being honest or a liar as it appears to be a little drunk. Ask the honest parrot which way you should go to find Tiny's hat. **c.** Follow the parrot's directions and use the Whistle (now called the Parrot Call) to bring the birds down again. Repeat the procedure until you find the right boulder. When you do, bring out the Li'l Guybrush & Li'l Lechuck puppets and start a fight between them. There will be a cut-scene in which the boulder is destroyed and the Bronze Hat revealed. Phew!

DEN IS THE MENACE

**Dear Helping Hand,
I am playing *Spyro: Enter The Dragonfly* and have been doing really well, but have now got stuck. I am on the Thieves Den level and am looking for one more Wizard Riptoc to defeat. I have looked absolutely everywhere, but I can't find it anywhere. If I can't find it soon I'm going to go on some sort of rampage (or maybe, just maybe, give up) but I don't want to as I've finished every *Spyro* game ever released.**
SAM GARDNER DERBY

All of the Wizard Riptocs with the exception of the following one are easy to find, so I'm assuming that this is the one that you are missing. Okay, so here we go then: just beyond the second swirly (the things Spyro uses to float upwards), in the area with the three hanging lanterns, look for a cracked section of wall around the side. If you charge into this wall it smashes to reveal a secret area. Inside you'll find your missing Wizard Riptoc, along with some treasure and a Challenge Portal.



Spyro-maniac: Defeat all the Wizard Riptocs and Thiefy Wu will give you another dragonfly.

SNIPPETS

VIOLENT SKILL

**Dear Helping Hand,
I've been playing *Silent Hill 3* on the Hard difficulty setting, which is incredibly tough. I was stuck on the Book Store Puzzle for ages, but have now managed to figure it out. If anyone is struggling with the puzzle like I was, here's the solution: 8 3 5 2.**
★ LUKE HARPHAM,
VIA EMAIL

ALL AT SEA

**Dear Helping Hand,
Here are some unlockables for *Naval Ops: Warship Gunner*: Destroy 100 Aircraft as the Japanese to unlock the 203mm Chain Gun. Destroy 100 Aircraft as America to unlock the 30mm CIWS. Destroy 500 Aircraft as the Japanese to unlock the 356mm Chain Cannon. Destroy 999 Aircraft to unlock the 406mm Chain Gun. Destroy 100 Cruisers to unlock the 80cm Guided Torpedo. Destroy 999 Destroyers to unlock the Atomic Engine Alpha. Destroy 999 Transports to unlock the Xbattle Carrier. Destroy 100 Superships to unlock the Wave Gun. Destroy 100 Battle Carriers to unlock the Multi-Warhead Launcher.**
★ PETE THE FLEET,
VIA EMAIL

TOUCHDOWN

**Dear Helping Hand,
In *Madden NFL 2004*, if you're playing as the San Francisco 49ers you can make Terrel Owens do a special celebration when he scores by holding R2 as he approaches the end zone. Randy Moss of the Minnesota Vikings also does a special touchdown celebration.**
★ STEVE LAWLER,
VIA EMAIL

• *Discovered something brilliant in the game you're playing? Then share it with the world in our Snippets section by emailing us or writing to us. We will print the best ones every issue.*

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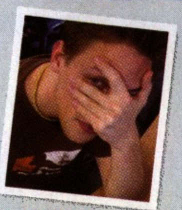
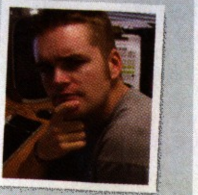
MATT CUNDY
Cundalf The Gaming Wizard has a degree in action/adventure gaming. Completed *Tomb Raider* in four minutes, he says...

TOM MAYO
Wrestling, fighting and RPGs are where it's at for Mayo. If it involves HP, swords, mana, spandex or martial arts, Tom's it.



STEVE C.
Self-proclaimed Lord of *PES* and 'extreme sports eminence', according to himself. Loves war games and guns too. Disturbing.



TIM WEAVER
The Chief can turn his hand to anything. Games tremble with fear whenever he picks up the pad.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW

Educating Vita: The car's indicators will lead you to a dead-end, but the Sol Vita is nearby.

MARK OF THE DEVIL

Please, please help me out! I'm having a spot of 'bovver' with *The Getaway* and it's driving me absolutely mental. I've reached the Mark Hammond mission, 'Aboard The Sol Vita', but I can't find the Sol Vita anywhere. I follow the route as determined by my car's indicators, but I just keep going round and round and round in circles! Any help you could chuck my way would be very much appreciated. Thanks.
DAVID HARDING DORSET

MATT SAYS...
You can rest assured that you're not being a dullard, Dennis, as I got stuck on this mission for the exact same reason. The car's indicators are sending you in the right direction, it's just that when you reach the final destination, neither the Sol Vita or the dock are clearly visible. Keep driving until you arrive at a dead-end – you probably know exactly where I mean as the indicators have led you down there a hundred times already. When you reach the dead-end, get out of the car and look for an alleyway (which is easy to miss while you're inside the car). Head down the alley and it'll lead you to the dock where the Sol Vita is moored. Sorted. Sweet as. You plonker etc. ■

GOLLY YOSH

Could you tell me how to unlock Yoshimitsu in *Soul Calibur II*? He was always my favourite character in the *Tekken* games – although, I've got to admit, *Tekken* is weak compared to *Soul Calibur II*.
YOSHI FAN VIA EMAIL

TOM SAYS...
You obviously know the difference between a mediocre fighting game and a bloody amazing one. To unlock Yoshimitsu, get to the last area in Chapter 2, which is the eastern most mission on the map, of Weapon Master Mode. Fight your way through this dungeon until you reach Yoshimitsu. Defeat him and – voila – he becomes a selectable character in all game modes. And, cos I'm a nice guy, here's an extra tip for free: While playing as Yoshimitsu, use his front throws for some easy-peasy wins. It may be cheap, but it's mightily effective. ■

SHORTCUT BUT SWEET

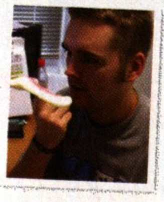
I need some help with *SSX 3*. I haven't played any of the *SSX* games before, but have always thought that they look pretty good. I'm enjoying it, but am having trouble finding any really amazing shortcuts, which I thought there would be loads of. Any ideas, you lot?
PABLO VIA EMAIL

STEVE SAYS...
Lucky for you, Pablo, I'm good at finding shortcuts. Bloody good. Keep your eyes peeled for the 'Out Of Bounds' signs. Go through these signs and take the routes behind them. OOB routes generally have more shortcuts than the conventional route down the mountain. Also, look for rails that don't follow the obvious racing line of the course as these will also take you off piste. For example, on Peak One, Race 1 (Snow Jam), about 2/3 of the way down you ride over a series of bumps – slide the rail on the right for a shortcut. 'Sweet' as I don't like to say. ■

Unsafe SSX: Smash through the 'Out Of Bounds' boards to find shortcuts and alternative routes.

NOT HUTCH COP

I haven't written in to a magazine before, but I really need your help. I'm playing *Starsky And Hutch* and have collected all but one of the Key Fobs. The one I'm missing is on Season 1, Episode 4. I've hunted high and low, but can't find it anywhere. Once I've found it I will have completely finished the game.
BARNEY LOVELL KENT



TIM SAYS...
The old Starsky and Hutch. What a team! Not too keen on Starsky's stinking great pensioner cardigan, but still – what a team! The Key Fob you're missing is well hidden, so it's understandable that you're having problems. You want to swing the Zebra 3 (that's your car) to the drawbridge in the downtown area. As you cross the bridge, you need to smash through a shop on the left (if you're heading towards downtown) to get to the nearby wasteland area, where you'll find the Key Fob. ■

STUFF WE KNOW

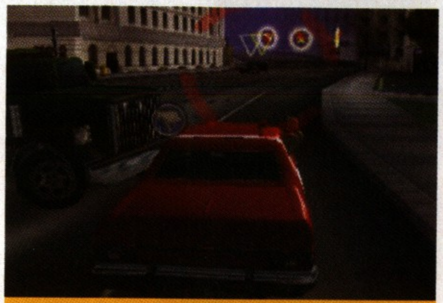
MATT SAYS...

For anyone playing *XIII*, when you reach the FBI HQ after being arrested, look around in the room that you start the level in (where you're being interrogated) for a switch on the wall near the meeting table. Press the switch and a rather nifty revolving bar will appear. There are a couple of other switches on this level that you can press – one is on a paper shredder and another operates a light projector. They don't really do much, but I, er, just thought you might like to know. One more thing: when you reach Dark Valley, shoot the top off the snowman the bad guys are making to see something really nasty. Well, quite nasty.

69
66
63
60
STEVE - ROWLAND

STEVE SAYS...

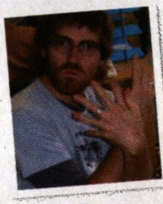
I've spotted something, erm, 'cool' in the rather excellent *Freedom Fighters*. There isn't much humour to be drawn from this game, mainly because there isn't much to laugh about when your home-land has been occupied by Vodka-necking commies. However, in between the plentiful firefights I suggest that you keep an eye out for all the Soviet propaganda posters which are all over the place. They made me chuckle, at least. Also, keep an eye out for the blackboards in the school. Interesting reading indeed. Indeed.



Hutch ado about nothing: The Season 1, Episode 4 Key Fob is certainly a tricky sucker to locate.

BO SELECTA

I bought *Tomb Raider: Angel Of Darkness* when it first came out and I still haven't finished it. Why? Because I can't kill Boaz no matter what I do. In a word, 'Help'.
MARK GREEN VIA EMAIL



MATT SAYS...
Draw your weapon and stand your ground as Boaz approaches. Shoot the sack below its mouth when Kurtis' gun locks-on to it and jump out of the way before Boaz lunges at you with its mandibles. Keep shooting the sack until the pods on Boaz's side start firing green ooze.

The ooze doesn't do much damage to Kurtis, so don't be too concerned about it hitting you. Target one of the pods and start shooting. When the pod is destroyed, press ◎ to target one of the remaining pods. Eventually Boaz will face you again and you'll have to shoot the sack and repeat the entire procedure all over again. When you've destroyed all the pods on Boaz's side, it will collapse on the ground. However, it's not quite over as Boaz changes into a nasty looking insect thing. Thankfully, this second form is easy to defeat – simply keep backing away from it while shooting it repeatedly. If this doesn't work, unfortunately, you'll just have to keep plugging away as it's the correct and, sadly, *only* way to kill Boaz. ■

How ironic: The whole game was riddled with them, so why not use a bug as one of the bosses?

• *All letters originally sent to Official PlayStation 2 Tips Magazine.*

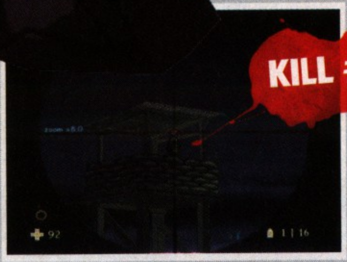
FINGER TIP

Here we take through the hardest bit a game has to offer and make it easy!

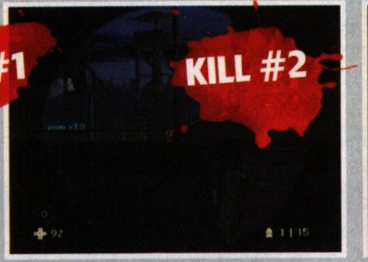
TAKING THE HURTING OUT OF XIII

HIDING THE BUG IN MACCALL'S TENT

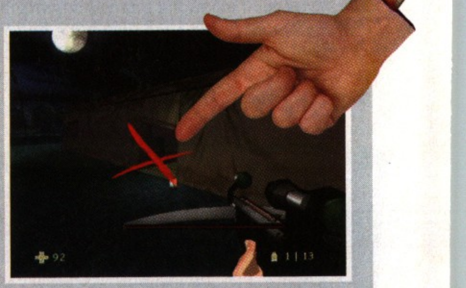
Planting the Spy Microphone in MacCall's beige tent without the alarm being raised is a right pain in the grinner. So, here's what you need to do...



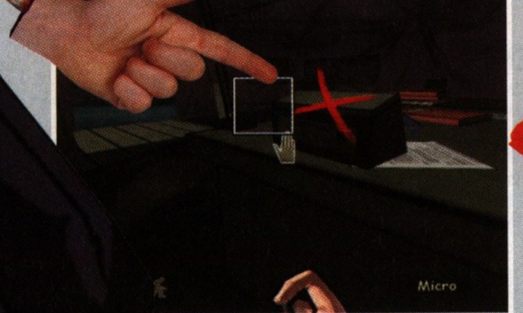
1 **When you reach the area where MacCall's tent is pitched,** wait inside the warehouse doorway (it's the second warehouse that you pass through in the SPADS Camp area) and use the Crossbow to shoot the SPADS soldier in the watchtower.



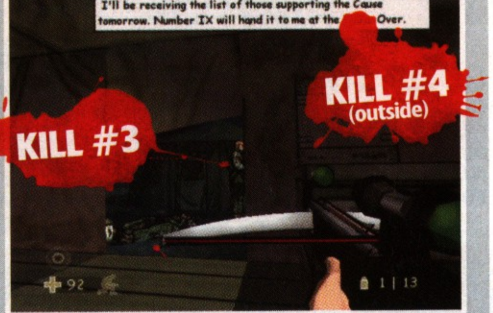
2 **Remain in the doorway and aim at the crates covered with tarpaulin directly opposite**. A patrolling SPADS soldier will eventually stop behind the crates – which is when you should use the Crossbow to eliminate him once he gets into position. *Pffffffft*.



3 **Move out from the doorway and make your way along the perimeter fence on the left**. Stop between the first two tents and look to the right. See the beige tent's unguarded rear-entrance? Go through here to enter the tent undetected.



4 **Continue into the main part of the tent and equip the Spy Microphone,** then plant it on the back of the intercom that's sitting on the table. Once the bug is in place, quickly return to the tent's back entrance, but remember: *you need to stay out of sight*.



I'll be receiving the list of those supporting the Cause tomorrow. Number IX will hand it to me at the [illegible] Over.

5 **There are now two SPADS standing outside the tent's back entrance.** Use the Crossbow to take out the one that's smoking first and then eliminate the second soldier (who luckily has his back to his comrade and is oblivious to the fact that he's lying dead on the floor in a pool of his own blood). Now just wait inside the tent until the meeting comes to an end.

STOPPING THE SELF-DESTRUCT SEQUENCE

Having successfully screwed most of the conspirators, one of your final tasks is to stop the SSH1 Base from going KABOOM!

FIG 1

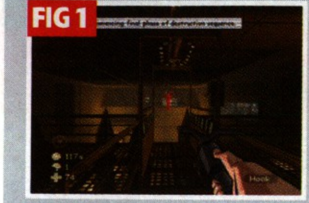


FIG 2

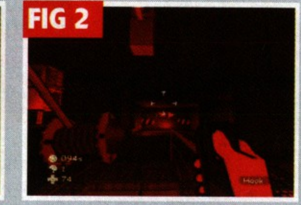
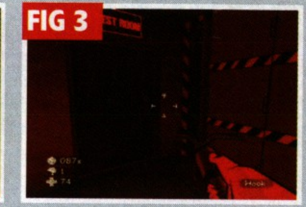


FIG 3



You've got two minutes to reach the Control Room and cancel the self-destruct sequence. Needless to say, you've got to be quick and it's not advisable that you stop to collect any pick-ups along the way. Follow our instructions and you'll make it with time to spare.

After going through the security door that Senator Sheridan opens for you, continue to the metal gantry, stand on the central platform and pull the lever on the right **(FIG 1)**. As the platform moves towards the opposite side, equip the Hook and aim at the ceiling. When the platform stops halfway along, attach yourself to the hook on the ceiling and swing across to the gantry **(FIG 2)**.

Follow the Control Room corridor to the end, where the door to the Control Room will slide shut just before you can make it through. You'll just have to go the long way round – open the adjacent Rest Room door and go through **(FIG 3)**. Don't dilly-dally inside, head straight for the Locker Room door on the right and go through. At first glance the Locker Room appears to be a dead-end, but it's not – rip the United States poster-cum-atlas-cum-map from the wall to reveal a grille **(FIG 4)**.

Smash the grille and crawl through the duct. When you emerge in the room at the end, climb the stairs on the right and use the Lockpick to open the door at the top **(FIG 5)**. Once unlocked, go through and use the Lockpick on the Computer Room door on the left. Go through, shoot the padlock off the gate **(FIG 6)** and destroy all the equipment in the fenced area to stop the self-destruct sequence.

FIG 4

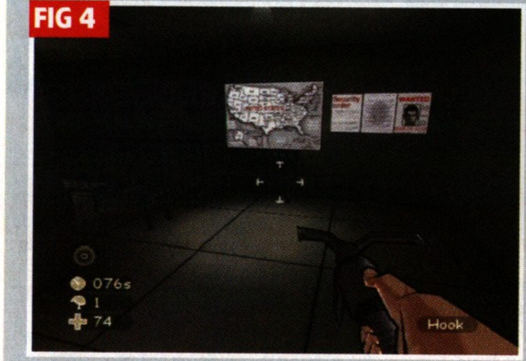


FIG 5

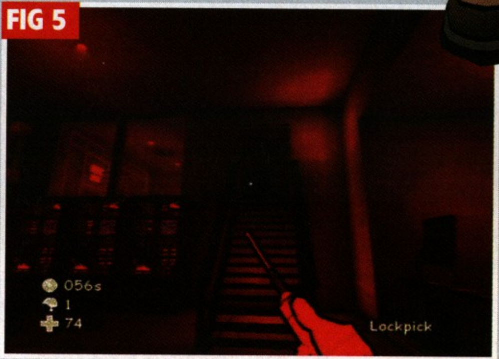
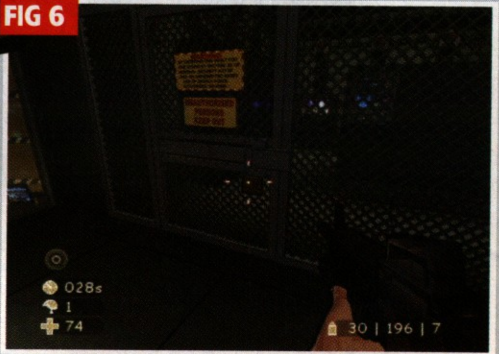
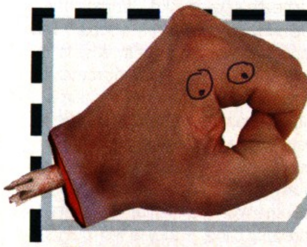


FIG 6





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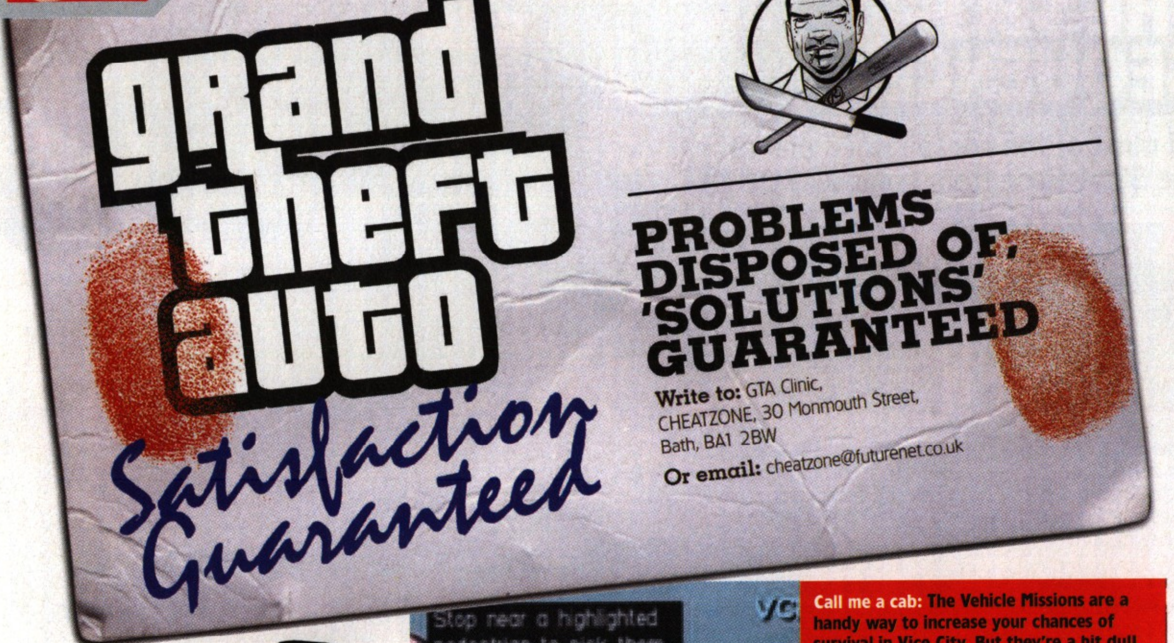

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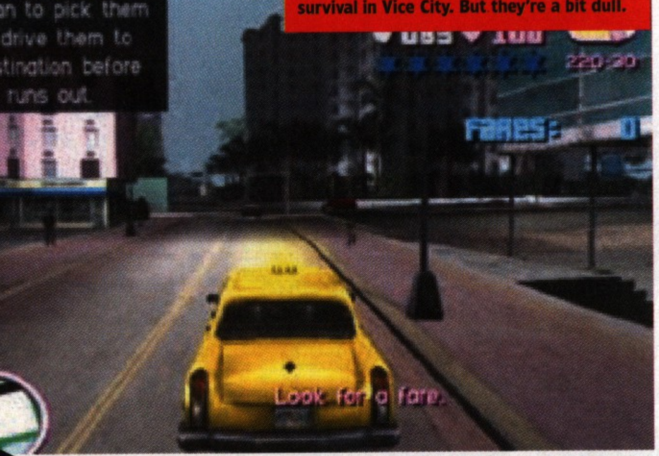

Stop near a highlighted pedestrian to pick them up then drive them to ir destination before ime runs out.

Look for a fare.

Call me a cab: The Vehicle Missions are a handy way to increase your chances of survival in Vice City. But they're a bit dull.

Q1 WHAT IS THE POINT OF THE VEHICLE MISSIONS?

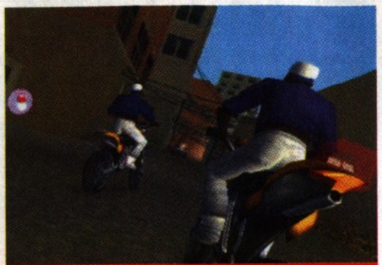
GLENN FALLEY VIA EMAIL

The Vehicle Missions can be tedious, but you are rewarded for completing them. Finishing the Vigilante Missions (any law enforcement vehicle) gives you an extra 150 Armour points; the Paramedic Missions (ambulances) gives you infinite adrenaline; the Firefighter Missions (firetrucks) makes you fire resistant; Pizza Delivery Missions (Faggio delivery mopeds) gives you an extra 150 Health; Taxi Missions (er, taxis) gives you hydraulics for all cars. We recommend that you have a go at tackling the Vehicle Missions before you get too far into the game as the rewards will help you progress when the difficulty level of main missions gets harder. As a very handy aside, it also helps you get to know the layout of the city, which can seem sprawlingly big.

Q2 IN 'GUARDIAN ANGELS', HOW DO YOU CATCH THE BIKER?

SIMON EVANS SHEFFIELD

This mission can seem frustratingly random, but there is a sure-fire way of seeing it off. Try making your way down from the rooftop to the alley before all the Cubans are killed. That way, when the two bikers arrive on the scene and Diaz shoots one of them, you can jump on the dead biker's vehicle and give chase immediately to the biker that snatches the suitcase containing the money. Stay on his tail and shoot him with your Uzi. Make sure you take him out before he makes it through the initial alleyways, otherwise you fail the mission. Once you've recovered the money from the biker, return it to the grateful Diaz.



Bike the hand that feeds you: Grab one of the bikes when the rider is shot and chase the other biker to get Diaz's loot back.

Q3 IS IT POSSIBLE TO GET THE ARMOURED CHEETAH CAR IN *GTA3*?

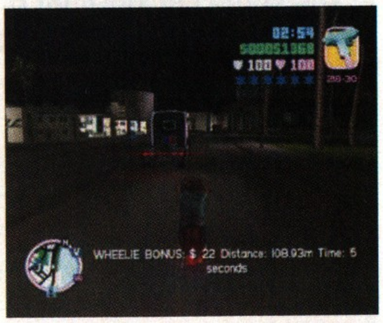
LEROY NOLAN EDINBURGH

It's possible, but you'll find it to be fiddly. In the Turismo mission for El Burro you race against an Armoured Cheetah and this is your chance to nab it for yourself. During the race, push the Cheetah on to its side and wait for the mission to end. The driver of the Cheetah will scarper, leaving his vehicle behind. Shunt the car all the way back to your save point, flip it and save your game. You've now got yourself the Armoured Cheetah – one of the fastest and most durable driving alternatives.

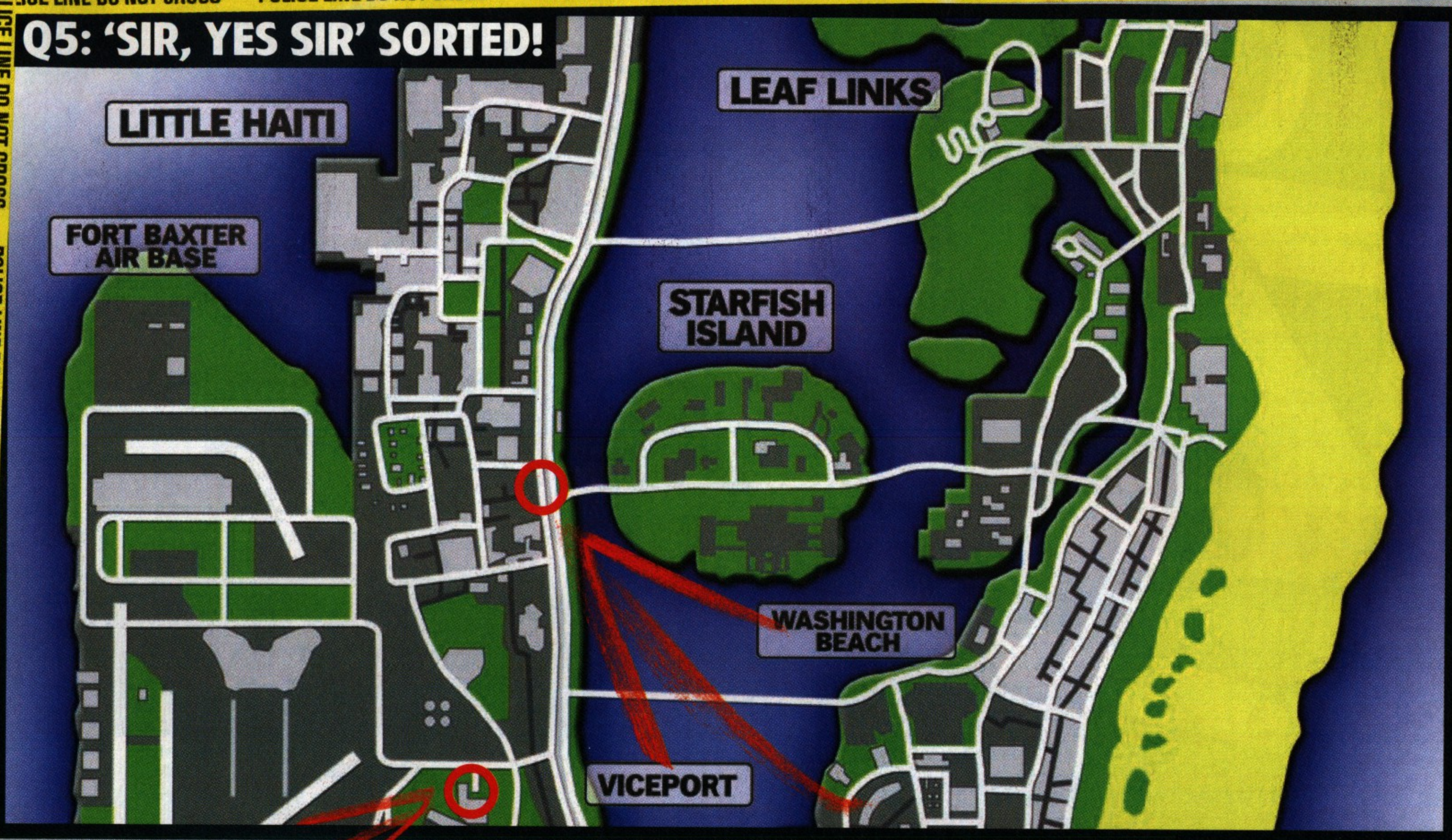
Q4 I CAN'T PULL A WHEELIE FOR MUCH MORE THAN A FEW SECONDS BEFORE FALLING OFF. HOW DO YOU DO THEM?

ALAN BURLEY CARDIFF

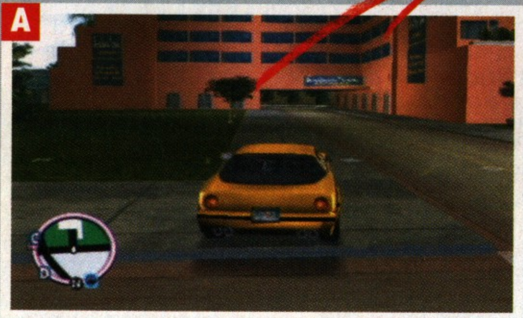
Okay, the first thing you need to do is get yourself a decent bike – the PCJ 600 is the ideal candidate for this. Make sure that you've got a long, straight stretch of road ahead of you as you don't really want to be negotiating corners while riding uni-wheel – the East highway on the mainland is perfect. Pull off from a standing start and immediately pull back on the right analog stick to lift the front wheel off the ground. Raise the wheel until it's at perfect wheelie height and then start tapping the accelerate button. This'll keep a consistent force on the bike and give you an extended wheelie. (*Oo-er* – Ed.) While you've got a PCJ 600, why not try doing a 'stoppie'? This is another smart little trick that's pretty easy to sort out. Simply accelerate on a straight stretch to almost top speed, make sure the bike is straight and apply both the hand and rear brakes while pushing forward on the right analog stick. The rear wheel will lift and the bike will start to drift to the side, so you have to compensate to keep it under control, otherwsie you'll fall off. Both aren't just window dressing either – they're worth $$'s.


WHEELIE BONUS: $ 22 Distance: 108.93m Time: 5 seconds

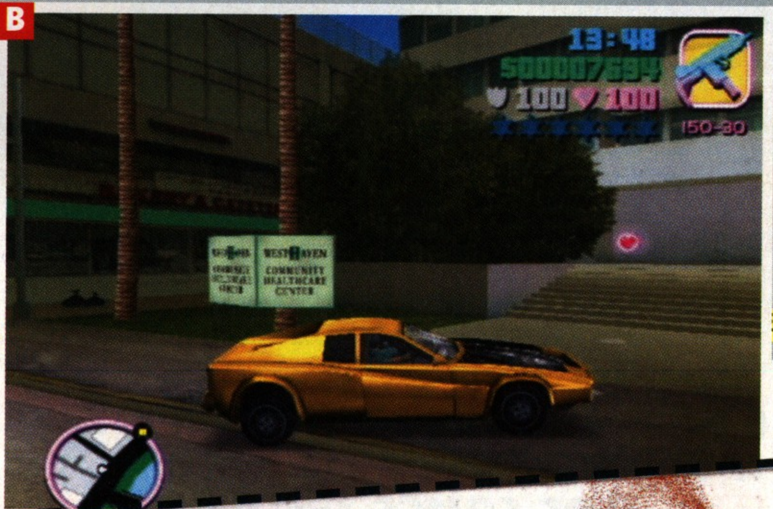
Q5: 'SIR, YES SIR' SORTED!



A



B



(A) Someone's carelessly left a Rocket Launcher floating in the hotel pool. Once you've got it, you can save your game, return and pick up the weapon again for more ammo. Repeat this until you've got about 12 rockets, which should be more than enough to deal with the heavily tooled army convoy. **(B)** Take up position here, just in front of the West Haven Community Healthcare Centre. Note the handy Heart icon too.

Q5 NEED HELP WITH THE 'SIR, YES SIR!' MISSION. THE ARMY KILL ME EVERY TIME – WHAT DO I NEED TO DO!?

GARY CHAPMAN VIA EMAIL

This is certainly tough and, like the majority of missions, there are several ways to approach it, but the following method is by far the best we've tried. First of all, make sure you've got some body armour (there's an Ammunation store near Pier 2 where Colonel Cortez is located) and a Rocket Launcher (about 12 rockets will do the trick). Check our cheats directory at the back of the mag for an 'All Weapons' cheat if you so fancy. Alternatively, if you don't want to use cheats, go to the hotel in the Viceport area and grab the Rocket Launcher from the swimming pool (see FIG A above). Once you're adequately tooled up, go visit the Colonel and start the mission.

Drive down the long stretch of road towards the convoy until you reach the West Haven Community Healthcare Centre on the left (see FIG B above). Park your vehicle across the road and wait at the bottom of the steps, so the Heart icon is behind you. Equip the Rocket Launcher, aim at the approaching convoy and fire at the lead vehicle. Hold your position and take out the other vehicles as they pull out from behind the lead vehicle. You should be able to eliminate them all before they get too close. However, if any do slip through, simply use your Uzi to take out any troops that are on foot. If you do take hits, use the Heart icon (which respawns) to replenish your health. Once you've destroyed the convoy, the grunts inside the tank will get out and run for cover.

Approach the tank and get into it as you would with any other vehicle. When you get into the tank, a self-destruct sequence starts and you must quickly drive to the pink dot indicated on the map to complete the mission. While inside the tank, you can move the turret with the right analog stick and fire with ◎. Extra tip: Rather than driving to the pink dot, take the tank back to your own mansion and park it in the garage to keep a Patriot for later use! ■

☞CUT THIS OUT AND SEND IT IN!

I'M STUCK ON GTA

MY QUESTION IS...

ADDRESS OVERLEAF...

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

SONY
SELECT
START
ANALOG

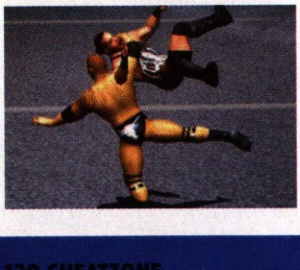
We all reckon we're pretty hot stuff when it comes to games, but have *you* got the mettle to cut the Colemans? Well, now's the time to find out. Here's the deal: we've got five challenges. Try your hand at as many as you fancy. Record (see 'How to Record on VHS' on the other page there) or photograph (pic of high score or time as appropriate) the evidence of your amazing achievement and send it to the address at the bottom of the opposite page. If your score kicks ass, you'll make the appropriate Challenge leader board(s) and maybe claim a position on the hallowed Game Gods league table. ***Every month the three best performers will win a PS2 game.*** Fancy your chances? Well, quit reading and get playing! ■

SMACKDOWN!

GAME #1 HERE COMES THE PAIN

HOW LONG CAN YOU SURVIVE THE SLOBBER KNOCKER?

WHAT WE WANT YOU TO DO...
Enter a Slobber Knocker Anywhere with any wrestler and send us your finishing time (completed or not). ■



LEADER BOARD

1	**YOUR NAME HERE?** 0'00 (10 PTS)
2	**YOUR NAME HERE?** 0'00 (07 PTS)
3	**YOUR NAME HERE?** 0'00 (05 PTS)
4	**YOUR NAME HERE?** 0'00 (04 PTS)
5	**YOUR NAME HERE?** 0'00 (03 PTS)

STAR PLAYER

YOUR FACE HERE

A. PLAYER
THE THIRD PLACE

Want to see your superior gaming head appear in that space? Each month the best entrant will have their head stuck in the void above here. Remember – we all love a winner. Unless, it's Michael Winner. So: *remember to send us in a photo along with your top score!*

PLAYABLE PRIZES!!!

EVERY MONTH THE THREE BEST PERFORMERS WIN A GAME. BACK OF THE NET!

PlayStation 2

GAME #2 SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

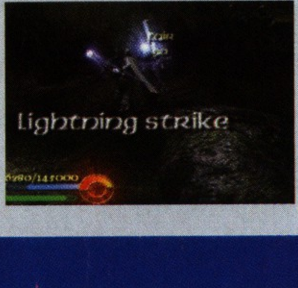
1	**YOUR NAME HERE?** 000,000 (10 PTS)
2	**YOUR NAME HERE?** 000,000 (07 PTS)
3	**YOUR NAME HERE?** 000,000 (05 PTS)
4	**YOUR NAME HERE?** 000,000 (04 PTS)
5	**YOUR NAME HERE?** 000,000 (03 PTS)

LOTR: RETURN OF THE KING

GAME #3

FANCY A SPELL AS THE KING OF THE RING. WELL, STICK IT TO ARMIES OF ORCS IN OUR CHALLENGE...

WHAT WE WANT YOU TO DO...
Bag a magically high score on The Road To Isengard level. You can play as any character you like. ■



LEADER BOARD

1	**YOUR NAME HERE?** 000,000 (10 PTS)
2	**YOUR NAME HERE?** 000,000 (07 PTS)
3	**YOUR NAME HERE?** 000,000 (05 PTS)
4	**YOUR NAME HERE?** 000,000 (04 PTS)
5	**YOUR NAME HERE?** 000,000 (03 PTS)

GAME #4

SOUL CALIBUR II

HAVE YOU GOT THE CALIBRE OF A REAL CHAMP?

WHAT WE WANT YOU TO DO...
Play as any character in No Recovery (Extra Mode). Prove to us how many opponents you manage to defeat.

LEADER BOARD

1	YOUR NAME HERE?	0 (10 PTS)
2	YOUR NAME HERE?	0 (07 PTS)
3	YOUR NAME HERE?	0 (05 PTS)
4	YOUR NAME HERE?	0 (04 PTS)
5	YOUR NAME HERE?	0 (03 PTS)

GAME #5

GTA: VICE CITY

PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO...
Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats!

LEADER BOARD

1	YOUR NAME HERE?	0'00 (10 PTS)
2	YOUR NAME HERE?	0'00 (07 PTS)
3	YOUR NAME HERE?	0'00 (05 PTS)
4	YOUR NAME HERE?	0'00 (04 PTS)
5	YOUR NAME HERE?	0'00 (03 PTS)

HOW TO RECORD ON VHS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	YOUR NAME HERE?	? POINTS
2	YOUR NAME HERE?	? POINTS
3	YOUR NAME HERE?	? POINTS
4	YOUR NAME HERE?	? POINTS
5	YOUR NAME HERE?	? POINTS
6	YOUR NAME HERE?	? POINTS
7	YOUR NAME HERE?	? POINTS
8	YOUR NAME HERE?	? POINTS
9	YOUR NAME HERE?	? POINTS
10	YOUR NAME HERE?	? POINTS
11	YOUR NAME HERE?	? POINTS
12	YOUR NAME HERE?	? POINTS
13	YOUR NAME HERE?	? POINTS
14	YOUR NAME HERE?	? POINTS
15	YOUR NAME HERE?	? POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog..?

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ______________________

Address ______________________

The game you've nailed ______________________

Your achievment (points/time/score) ______________________

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

Seen this...? #1

STUFF YOU SHOULD HAVE DONE IN...

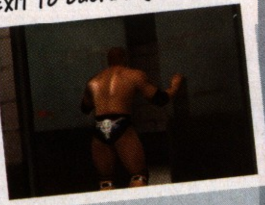
WWE SMACKDOWN HERE COMES THE PAIN

BACKSTAGE PASS

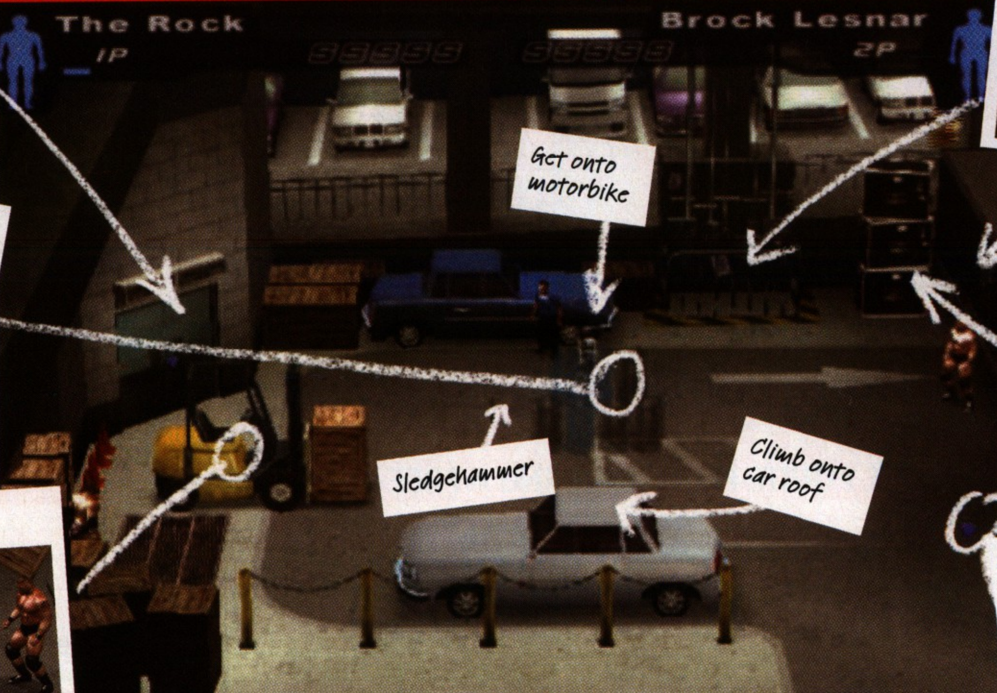
Unlike previous *Smackdown!* games, where the backstage areas were deserted, and you wandered lonely as a (rather beefy) cloud, in *Here Comes The Pain* it's likely a lovely playground – of pain! All but one of the areas are immediately accessible in Hardcore and Slobber Knocker matches, and the last (Times Square) can easily be bought for $10,000 in Season mode. While it can be most amusing strolling around yourself, Irish Whipping your opponent into random stuff and seeing what happens, you could easily miss something cool – but not with our exhaustive guide to hand! Forewarned is forearmed, so get studying... ■

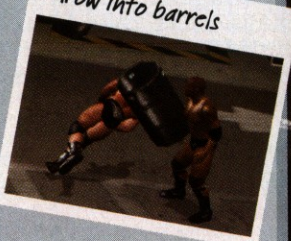
THE PARKING LOT

Forklift trucks and exposed electrical wiring? Ouch.

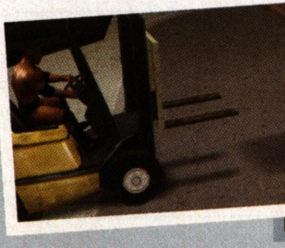


Exit to backstage area

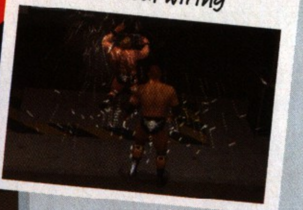




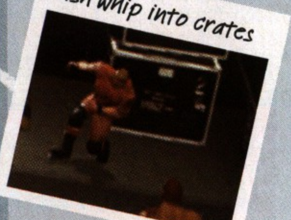
Throw into barrels



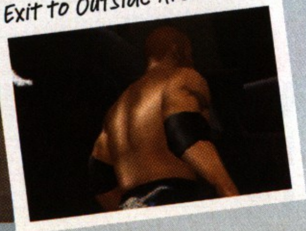
Get into forklift



Throw through gate, then into electrical wiring



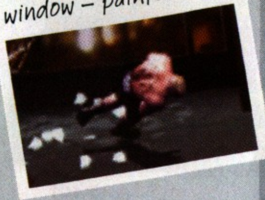
Irish whip into crates



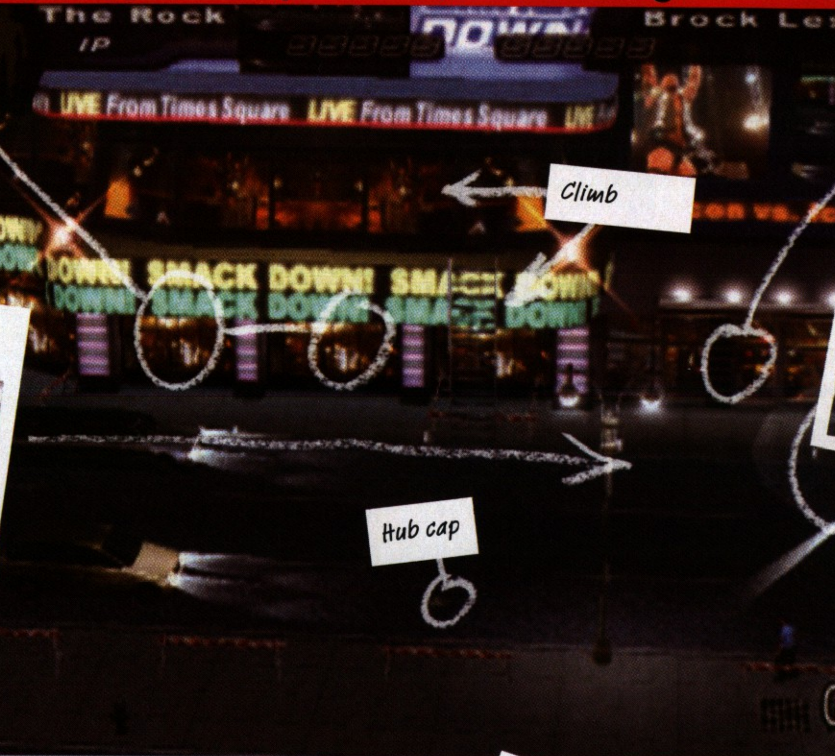
Exit to Outside Area A/B

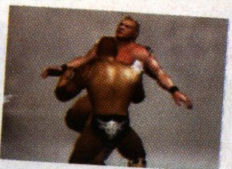
TIMES SQUARE

Surprisingly devoid of pedestrians, but full of danger...

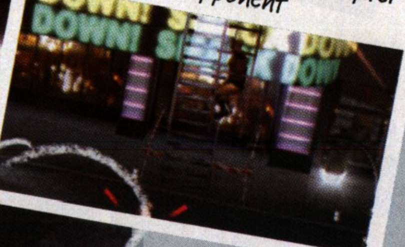


Irish whip into the left or right hand shop window – painful

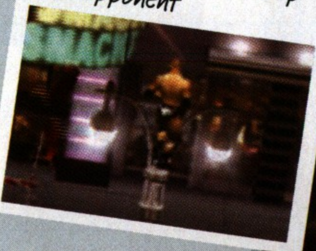

The Rock
1P
Brock Lesnar
2P
LIVE From Times Square
SMACK DOWN!
Climb
Hub cap
02:50



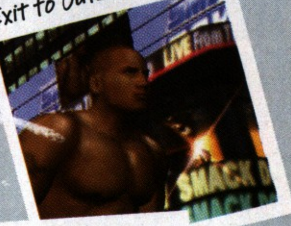
Irish whip into left or right hand shop window



Hang onto rope ladder of helicopter then drop onto opponent



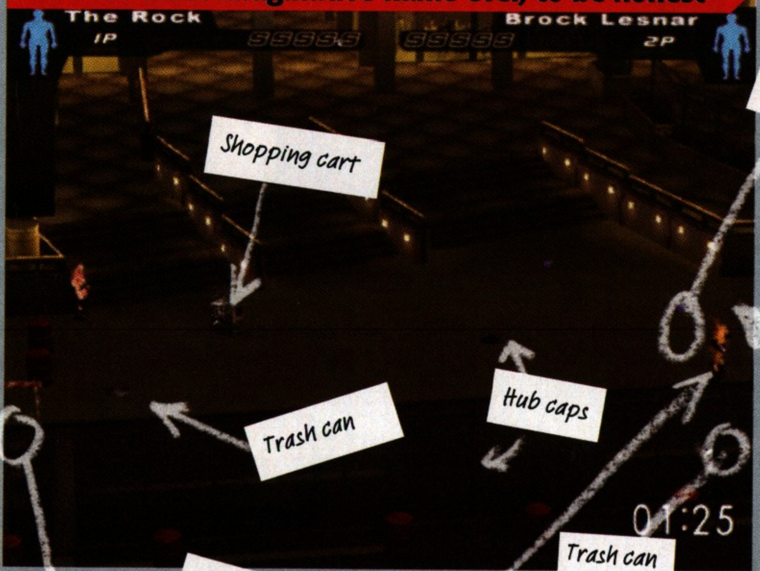
Climb lamp post then drop onto opponent



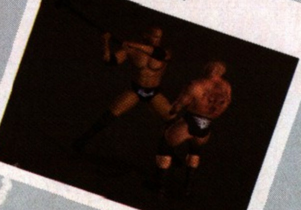
Exit to Outside Area A

OUTSIDE AREA A

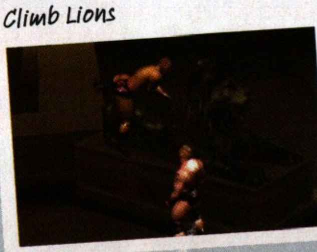
Not the most imaginative name ever, to be honest


The Rock
1P
Brock Lesnar
2P
Shopping cart
Hub caps
Trash can
Trash can
01:25

Fire extinguisher

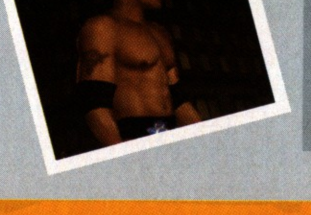


Sledgehammer



Climb Lions

Exit to Times Square

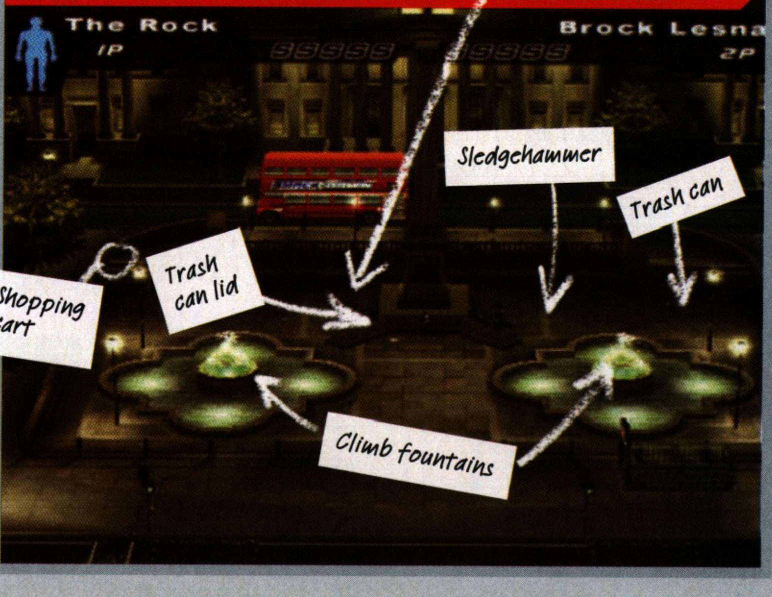


Exit to Parking Lot

OUTSIDE AREA B

You can tell it's London. How? Look at the bus!

Shopping cart

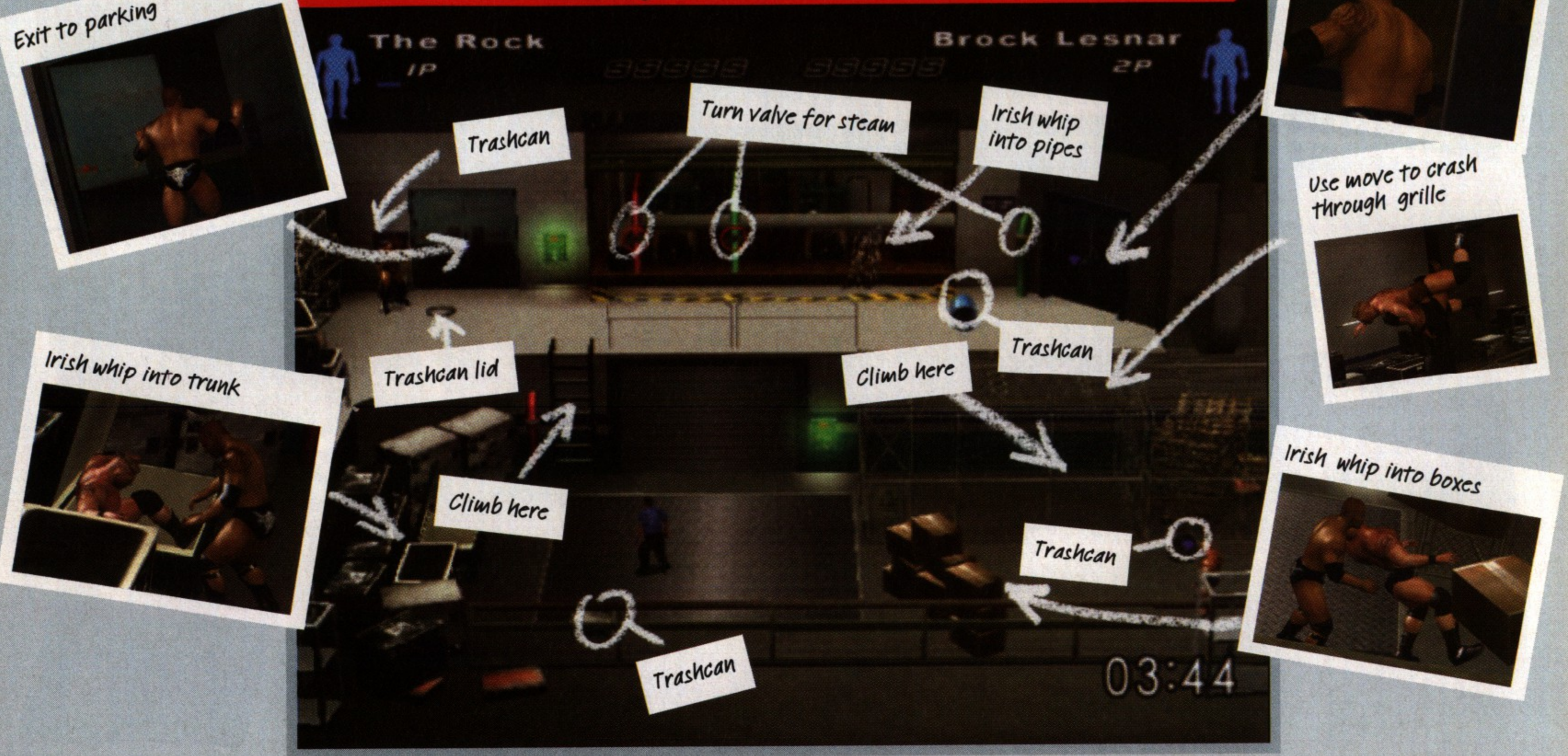

The Rock
1P
Brock Lesna
2P
Sledgehammer
Trash can
Trash can lid
Climb fountains

SEEN THIS?

STUFF YOU MIGHT HAVE MISSED

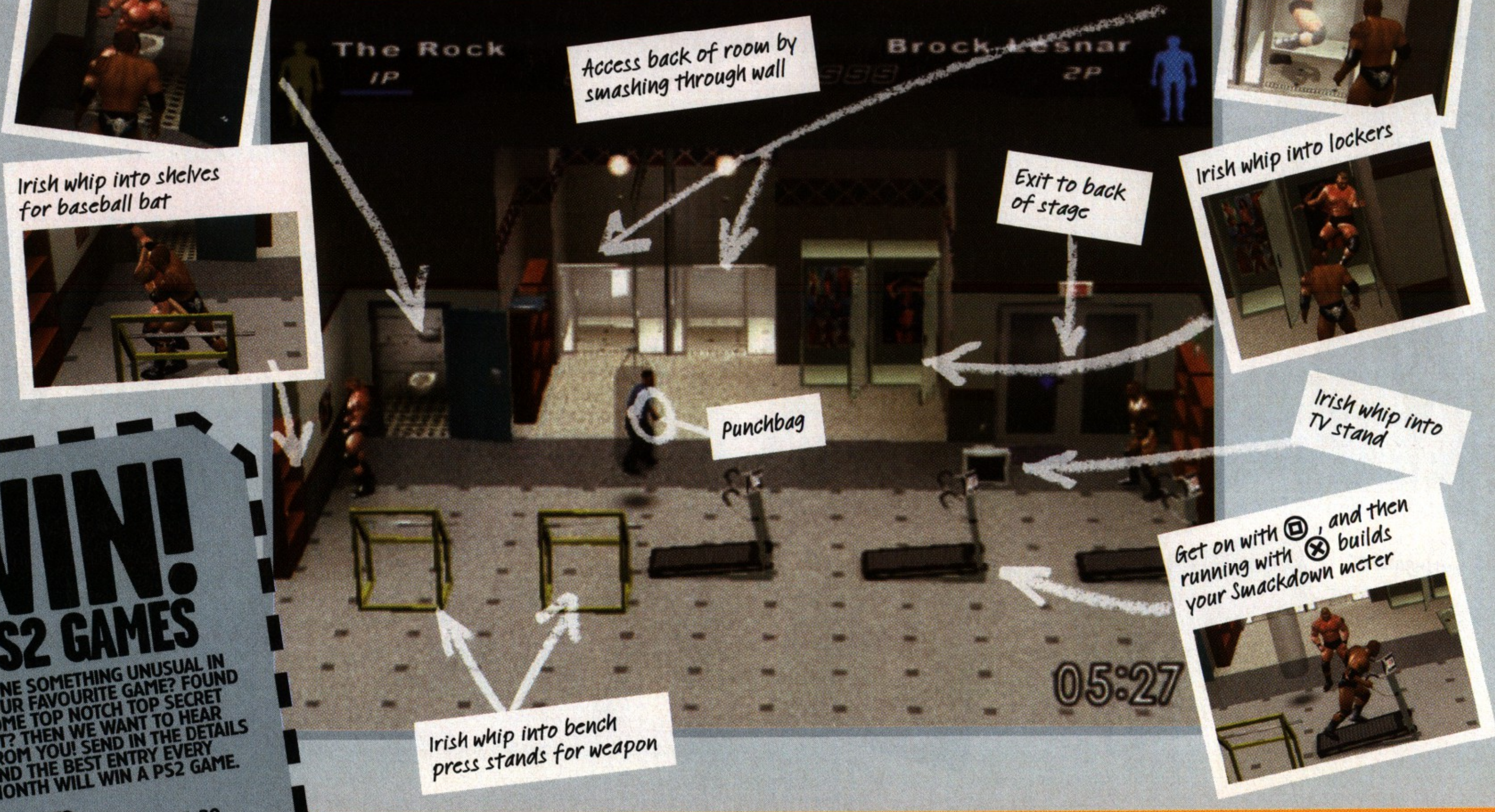
ARENA BACK ENTRANCE

The central area. Hub, if you will.


Exit to parking
The Rock
1P
Brock Lesnar
2P
Exit to training room
Trashcan
Turn valve for steam
Irish whip into pipes
Use move to crash through grille
Irish whip into trunk
Trashcan lid
Trashcan
Climb here
Climb here
Irish whip into boxes
Trashcan
Trashcan
03:44

TRAINING AREA

Yeah, you'll train alright. Train to cause PAIN.


Irish whip into toilet
The Rock
1P
Access back of room by smashing through wall
Brock Lesnar
2P
Irish whip into showers
Irish whip into shelves for baseball bat
Exit to back of stage
Irish whip into lockers
Punchbag
Irish whip into TV stand
Get on with ⊡, and then running with ⊗ builds your Smackdown meter
05:27
Irish whip into bench press stands for weapon

WIN! PS2 GAMES

DONE SOMETHING UNUSUAL IN YOUR FAVOURITE GAME? FOUND SOME TOP NOTCH TOP SECRET BIT? THEN WE WANT TO HEAR FROM YOU! SEND IN THE DETAILS AND THE BEST ENTRY EVERY MONTH WILL WIN A PS2 GAME.

WRITE TO:
SEEN THIS?, CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW
EMAIL:
CHEATZONE@FUTURENET.CO.UK

IN THIS MONTH'S ISSUE OF

PlayStation®2 OFFICIAL MAGAZINE-UK

GREAT NEW LOOK!

THE ONLY MAGAZINE WITH PLAYABLE DEMOS!

S BEST-SELLING PLAYSTATION 2 MAGAZINE

PlayStation®2 OFFICIAL MAGAZINE-UK

SPLINTER CELL 2
EXCLUSIVE SCREENS AND MULTIPLAY MADNESS BLOWN OPEN!

ANOTHER WORLD EXCLUSIVE!
THE GETAWAY 2
SHOOTERS, SHEISTERS AND SCUMBAGS. BOOT IT!
PLUS HITMAN: CONTRACTS AND DRIVER 3

MANHUNT
WE SHOW YOU EVERY KILL!

FINAL FANTASY BLOWOUT!
RPGS GET SEXED UP WITH THE TRIPLE X-RATED X-2, XI, XII. SAUCEY!

MAFIA GIVEAWAY! INSTANT WIN! HAVE YOU WON $5,000?

>JAMES BOND 007: EVERYTHING OR NOTHING
>GRAN TURISMO 4
>RISE TO HONOUR
>SOCOM II
>MANI
>SYPHON FILTER: THE OMEGA STRAIN
>TOR 3
>DESTRUCTION DERBY ARENAS
>ROGUE OPS

1

WORLD FIRST! THE GETAWAY 2!

FIRST INFO! FIRST SCREENS! FIRST BLOOD! YOU CANNOT READ THIS ANYWHERE ELSE!

Spare some change?

$5,000 INSTANT WIN! WILL YOUR COPY HAVE THE MAFIA LOOT IN IT?

10 GAMES TO PLAY!

2

PlayStation 2 OFFICIAL MAGAZINE-UK

PAL

PLAY! 10 PLAYABLE DEMOS!
WRC 3
TWO CARS! TWO COURSES!

FIFA FOOTBALL 2004
XIII

ALSO PLAYABLE...
TAK AND THE POWER OF JUJU ■ GROOVERIDER
R-TYPE: FINAL ■ POP IDOL ■ SOUL CALIBUR II
SOCOM: US NAVY SEALS ■ STARSKY & HUTCH

CHEAT!
DOWNLOAD GAME-BUSTING SAVES AND CHEATS RIGHT NOW!
WWE SMACKDOWN! NEW CHARACTER! AMPLITUDE LEVEL UNLOCKED! + MORE!

NEW FEATURE!

FREE! TIMESPLITTERS 2 EXCLUSIVE LEVEL!

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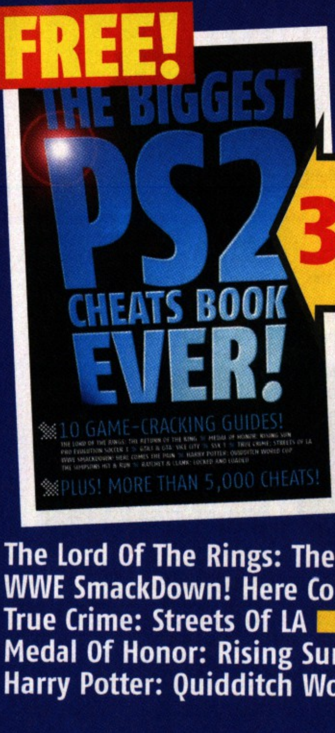
SONY

WRC 3 ■ XIII ■ FIFA 2004
R-TYPE: FINAL ■ POP IDOL ■ GROOVERIDER
TAK AND THE POWER OF JUJU ■ SOUL CALIBUR II
SOCOM: US NAVY SEALS ■ STARSKY & HUTCH

FREE!



THE BIGGEST PS2 CHEATS BOOK EVER!

10 GAME-CRACKING GUIDES!

PLUS! MORE THAN 5,000 CHEATS!

3

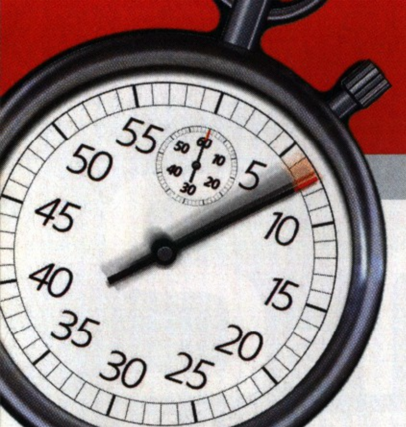
5,028 CHEATS!

PLUS!

10 HUGE GUIDES

The Lord Of The Rings: The Return Of The King ■ SSX 3
WWE SmackDown! Here Comes The Pain ■ Pro Evolution Soccer 3
True Crime: Streets Of LA ■ Ratchet & Clank: Locked And Loaded
Medal Of Honor: Rising Sun ■ The Simpsons Hit & Run
Harry Potter: Quidditch World Cup ■ GTA 3 & GTA: Vice City

THE UK'S BEST-SELLING PLAYSTATION 2 MAGAZINE **ON SALE 28 DECEMBER**



YOUR FIRST FEW DAYS WITH...

THE SIMS: BUSTIN' OUT

Take on the game's first challenges in our unmissable beginner's guide...

The Sims: Bustin' Out is a cracking game, but it can be a bit daunting at the start. Things that are simple in real life – like making friends, getting a job and going to the toilet – suddenly become potentially embarrassing situations. Here's a little assistance for you...

MEET THE SIMS

You'll need to form friendships in *The Sims* pretty quickly if you want to get on.

MIMI

She's very easy to get on with, leaves the place really tidy and will not usually give you too many hassles.

DUDLEY

He parties hard and never cleans up after himself. On the plus side, though, he will laughs hysterically!

MOM

Your ol' ma's still a bit of a goer, and will usually be found in the gym or chatting up Dudley by his hot tub.

FANNY

She won't easily fall for your shiny patter and silky charm, so you've got your work cut out to impress her.

01 GENERAL TIPS

How to get ahead in the quickest possible time.

TAKING IT EASY

Chillin' in the hot tub and watching TV are two excellent pastimes, because not only do they increase your COMFORT rating, but also your FUN one at the same time. Another example of this is sleeping, where you replenish both your ENERGY level and your COMFORT one.

PRODUCT PLACEMENT

A great way to build up your FUN rating is to buy a pinball machine, but take care where you put it. Having it in your room may sound great, but do you really want everyone else in the house waking you up for a late-night gaming session? Because they will.

THE DAILY GRIND

Getting up and ready for work seems to be one of the hardest things to do in *The Sims*. You can either make sure that you wake your Sim up at least two hours before their bus arrives or, even easier, buy an alarm clock to do the job for you. You just have to hope they get up!

DUDE, WHERE'S MY CAR?

You'll soon tire of the ropy old scooter you start the game with, so why not trade up when you're given the option? Picking up one of these Dude Buggies won't cost anything at all and it's sure to impress the ladies a little bit more.

JOB HUNTER

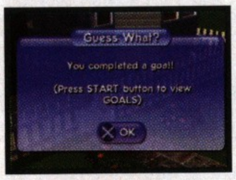
You get a newspaper delivered every day and it's here that you'll find the latest jobs that you can apply for, much like real life. Careers are exclusive to certain locations, so you'll need to travel around the neighbourhood for the best jobs.

Congratulations! You've been promoted!

You are now a Drill Instructor!

JOB SATISFACTION

The safest way to climb up the precarious Sims social ladder is by working hard and getting promoted. Each promotion requires you to complete a set of Skill challenges, so press ← to bring up your Skill list and the ones flashing yellow are the ones you need to get.



Guess What?

You completed a goal!

(Press START button to view GOALS)

HE SHOOTS, HE SCORES!

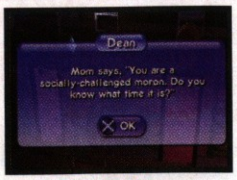
You'll unlock something new every time you complete a goal. It could be money, a bonus item to buy, a brand new vehicle, or anything at all really, but whatever it is, it's sure to be something useful for your Sim's progression to the next level.

HELP ME

When your Sim gets desperate he or she will turn to face you, wave frantically and show the cause of their frustration in a bubble above their head. The best thing you can do to help them is to sort out whatever it is that's causing them so much distress. And be quick!

TOILET HUMOUR

A Sim's gotta go when a Sim's gotta go, and your Sim will usually want to nip to the loo at the most inconvenient times. Go quickly or a puddle will appear underneath you, you'll suddenly need a shower and you'll have blown any Sim-on-Sim plans you had... for obvious reasons.

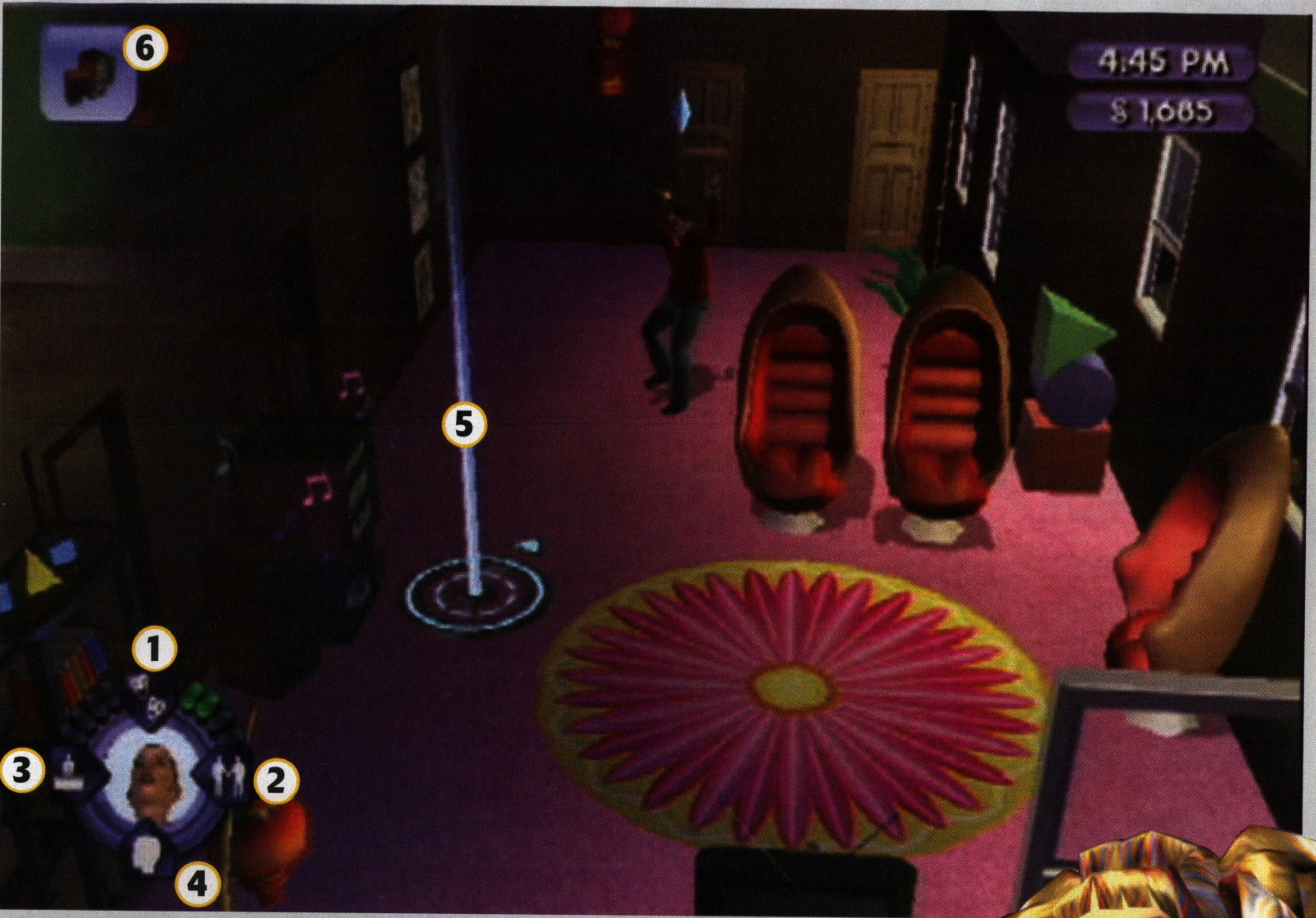


Dean

Mom says, "You are a socially-challenged moron. Do you know what time it is?"

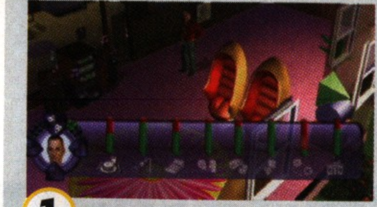
NIGHT CALLER

Think about what time it is before you ringing up any Sims. If you call your mum at four in the morning then she's unlikely to be the happiest bunny in the warren. Keeping the people in your life sweet is an essential part to getting ahead in the game, so always bear it in mind.

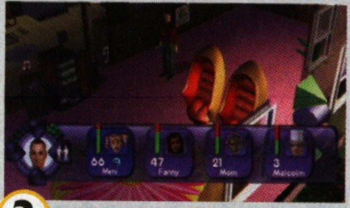

6
4:45 PM
$ 1,685
5
1
3
2
4

02 SIM-WORLD EXPLAINED

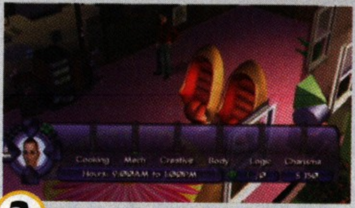
Take on the game's first hour in our unmissable beginner's guide...



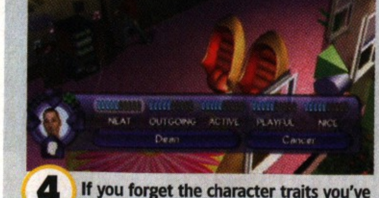
1 Pressing ↑ on the D-Pad brings up the status bar, probably the most important part of the game. Keep checking this for an overview of your Sim's condition and to give you a warning of any future problems that may occur.


66
Meri
47
Fanny
21
Mom
3
Malcolm

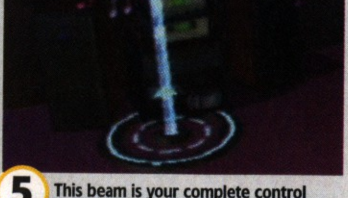
2 If you press → on the D-Pad you can see the state of your relationships with the other Sims. If you think you're neglecting someone, then this is the place to check. Pressing ⊗ when this menu's up will give you further info on the Sim that's highlighted.


Cooking
Mech
Creative
Body
Logic
Charisma
Hours: 9:00AM to 1:00PM
$ 150

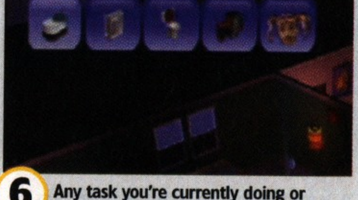
3 Pressing ← on the D-Pad brings up the current standing of your skill bars. The flashing yellow segments show you the ones you need help in to gain promotion – you'll also need these to complete certain specific goals.


NEAT
OUTGOING
ACTIVE
PLAYFUL
NICE
Dean
Cancer

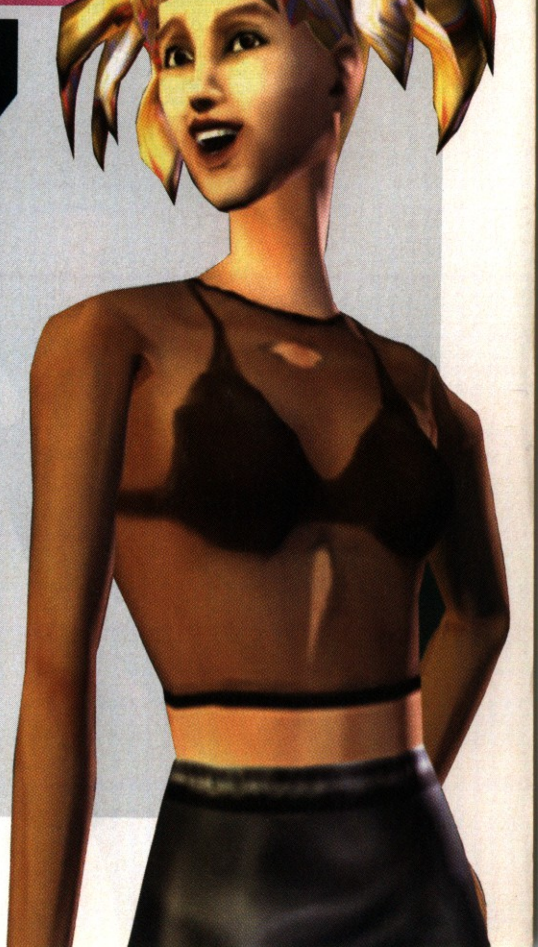
4 If you forget the character traits you've selected for your Sim, then you can pull up this menu by pressing ↓. Each Sim has pleasant and not so pleasant characteristics and these are governed by their star sign.

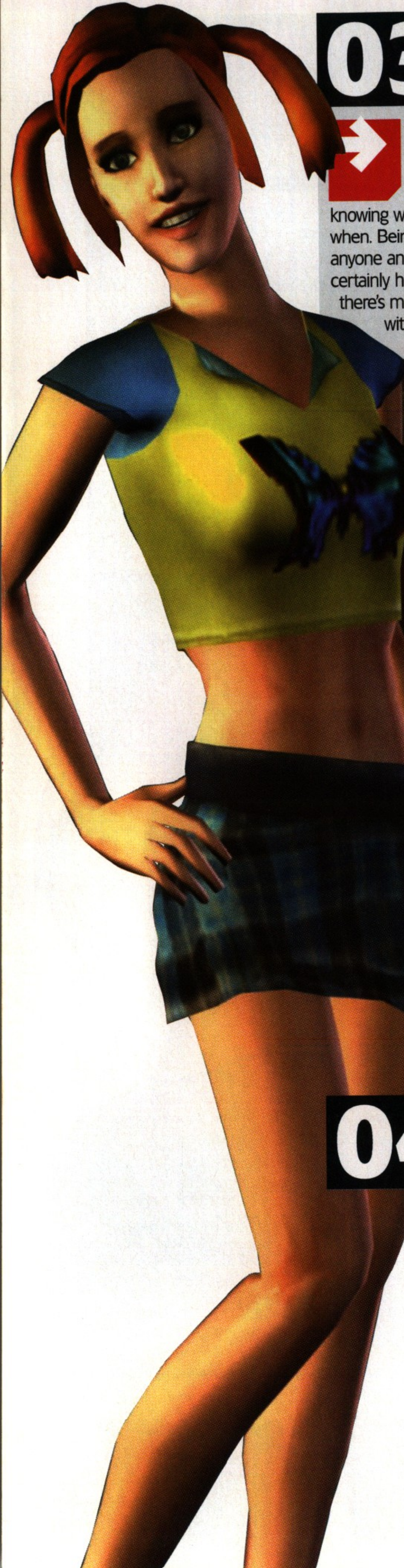


5 This beam is your complete control device. You move around the Sims world with this, interact with people and objects and, if you move it near a group of items or people, you can pick an option.



6 Any task you're currently doing or about to do is shown in the top left corner of the screen. To make things easier you can stack them up, so you can program your Sim to do things in an order you choose.





03 TALK IS CHEAP

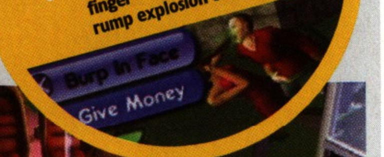
How to get ahead with the fairer sex...

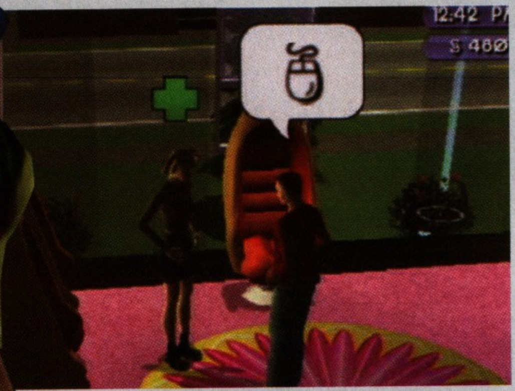
There's a lot of psychology involved in your dealings with your fellow Sims, and the secret to success is knowing what to do, with whom and when. Being sociable and talking to anyone and everyone you possibly can certainly helps, but you'll soon realise that there's more potential for social climbing with some Sims than others.

Depending on your gender, one of your first goals could be to find a mate. A partner. A missus. Or a bloke. Mimi's always a good bet, but you'd be foolish to overlook the virtual charms of Maxine, Goldie or (ahem) Fanny. But wooing your Sim mate is a delicate and lengthy process – with new social options being unlocked the better a relationship is going. Here's our guide to pulling, Sim style...

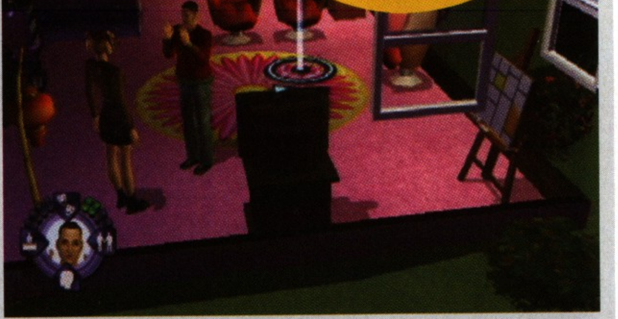
CHECK THIS!

To impress your mates, you can belch in their face or, even better, get them to pull your finger – which is the cue for a rump explosion of green gas.

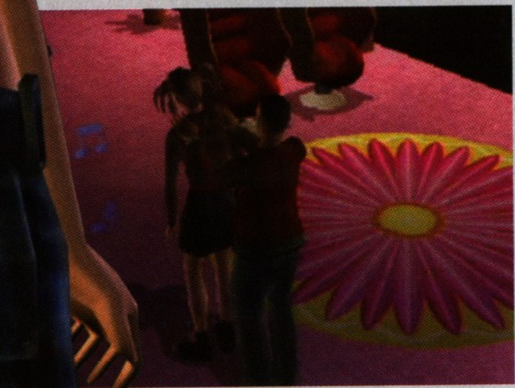




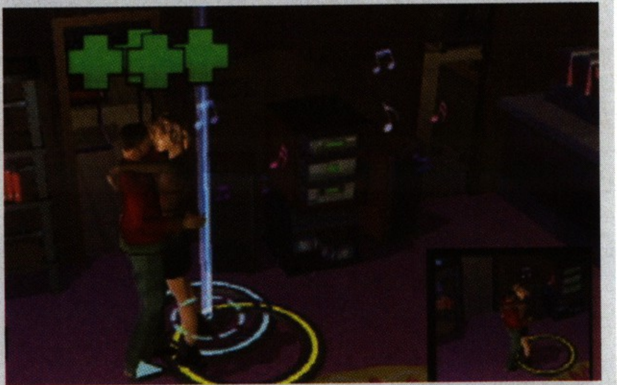
Never barge straight in with a tickle. Why not indulge in a little light conversion? It's a guaranteed way to break the ice.



Getting on well? A joke or compliment will do wonders. Hold off anything too serious yet, but you should go for a bit of harmless flirting.



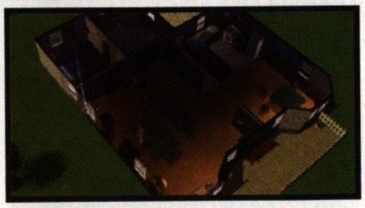
Things, as Mr Bond would possibly say, are definitely looking up. You've nearly cracked it with her, but it's a fool who would assume too much, even at this point. Flirting still works here, as does the ol' favourite... the back rub.



BINGO! It's flowers, gifts and tonsil hockey all round. Hoorah! Make sure you don't forget about her, though, as evenings with the lads watching telly won't do your ratings with her much good. Just as in real life, your mate needs almost constant pampering. Tsk. Bloody commitment.

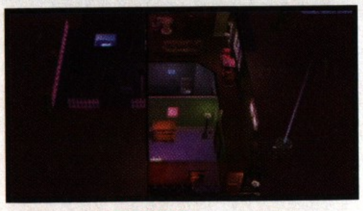
04 LOCATION, LOCATION, LOCATION

You have a few choices of where to live – here's what's on offer...



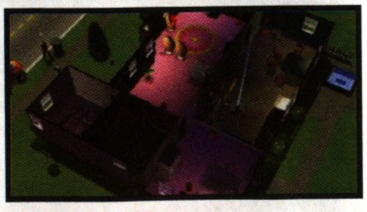
MOM'S HOUSE

Your starting location in the game and, just like real life, the perfect place to head back to if money's tight and you need some food. There are five goals to complete here, but they shouldn't cause you many problems – unless you can't go to the toilet on your own.



DUDLEY'S HOUSE

Dudley is a slob that never cleans up, parties all night and sleeps all day. On the plus side, he is also hilarious, will chat up anything in a skirt and will play computer games with you until your eyes weep. Hire a maid as soon as possible and, um, party on, dude.

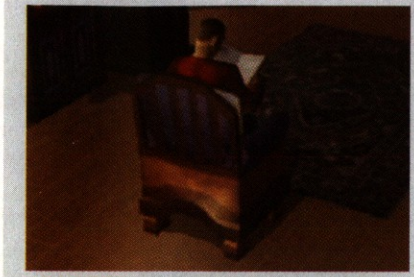


MIMI'S HOUSE

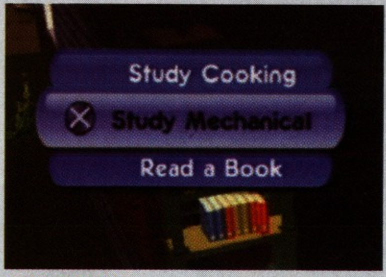
Mimi is a much easier housemate than Dudley and she's popular enough to have a constant stream of friends calling round. Pretty handy if you are looking to meet some ladies. Help her fix up the broken electrical items and you'll have a friend for life.

05 SIM DEVELOPMENT

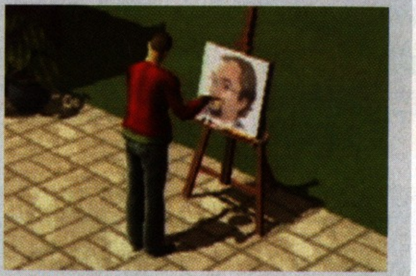
How to broaden your horizons and make yourself a better Sim...



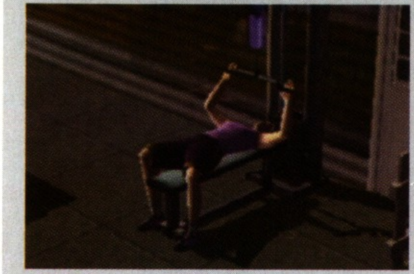
COOKING
Pick the Cooking book from the shelf, read it and your COOKING rating will increase by one.



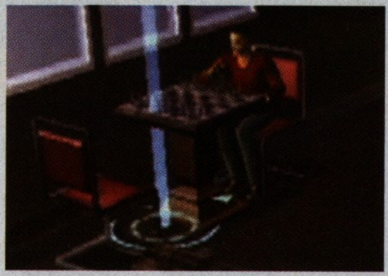
MECHANICAL
Again, pick a book from the shelf and you'll earn yourself a point.



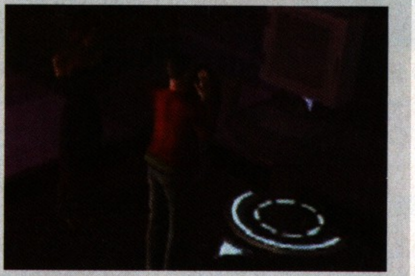
CREATIVE
Painting or playing a musical instrument will earn you points here – you can also sell your paintings.



BODY
Increase your BODY rating by swimming, using a bench press or, even better, a running machine.



LOGIC
A peaceful game of chess will help with this one increase up a notch.



CHARISMA
Practice your speech in front of a mirror and you'll boost your CHARISMA bar.

06 LIVE LONG AND PROSPER

Take your Sim onwards and upwards with these handy hints...

HUNGER
This one's easy. Buying a better fridge, cooker and food processor will make meals quicker to prepare and increase your Sims HUNGER bar dramatically.

HYGIENE
Eat properly, have a bath every day and remember to wash your hands after using the loo whether it's no.1 or no.2. Cheers, mum.

ENERGY
Sleep helps here, so does a strong Expresso. Buying a better bed and a fancier Expresso machine will increase this bar faster.

SOCIAL
Chatting away is all very well, but a slurpy snogging session will make your SOCIAL bar fly up more than words ever could.

COMFORT
Sitting or sleeping will raise this bar, but make sure you always try to raise two at a time – eating a meal in front of the TV is a good one, as it raises your COMFORT, HUNGER and FUN bars.

BLADDER
Obvious really. But if you buy a fancier toilet you can increase your COMFORT bar at the same time – and hey, it flushes automatically so you don't have to waste any energy!

FUN
Dancing, reading, TV, pinball... There's loads of things you can do to keep your Sim amused, but try to combine it with something else to double the reward.

ROOM
Simple. Keep your Sim house neat and tidy and you're a winner. If you move in with Dudley, though, it might be a good idea to hire a maid as soon as you can. He's a messy sod.

NEXT MONTH!

The biggest, most comprehensive guide to *The Sims: Bustin' Out* ANYWHERE. You heard. Want to complete it 100%? Deal yourself. Next issue.

PARTY ANIMAL

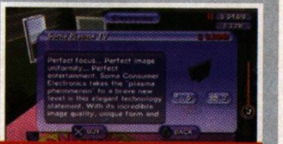
Got what it takes to party till dawn? Here are five things that you simply *have* to do.

DANCE WITH YOUR MUM

Oh go on, it'll make her day. Bless.
PARTY POINTS: 1

GET MAID

Every home should have one, especially if they totter around in a French Maid's costume. For just 10 notes an hour it's an aesthetically pleasing bargain.
PARTY POINTS: 5



Soma Plasma TV

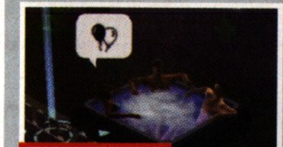
Perfect focus... Perfect image uniformity... Perfect entertainment. Soma Consumer Electronics takes the "plasma phenomenon" to a brave new level in this elegant technology statement. With its incredible image quality, unique form and

BUY SOMETHING POINTLESS AND EXPENSIVE

Go on, you know you want to. We've seen you eyeing up that Soma Plasma TV for 3,500.
PARTY POINTS: 5

24 HOUR PARTY PEOPLE

What better way to meet a whole bunch of Sims in one go? Even if most of them do look like the cast-offs from Village People.
PARTY POINTS: 10



TUBTHUMPING

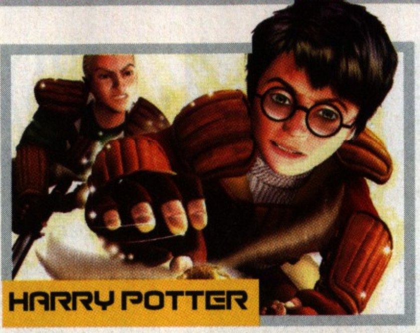
Could there be anything better than grabbing a few cold ones and jumping into a hot tub with something young, pretty and lacking any troublesome moral restrictions?
PARTY POINTS: 15 (with an additional five for more than one partner)

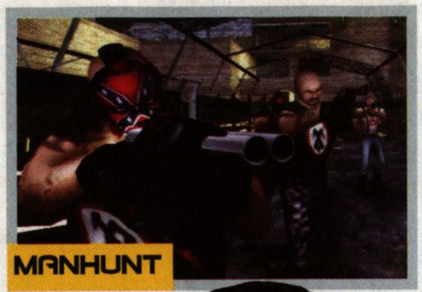
HOW DID YOU DO?

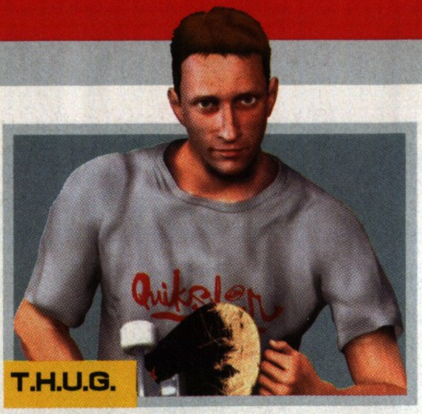
41 – All hail the king of cool. When you throw a *real* party, can we come?
20-40 – More Hugh Grant thant Hugh Hefner, but the potential is definitely still there.
0-19 – Do you have a pulse? We'd check now if we were you.

NEXT MONTH

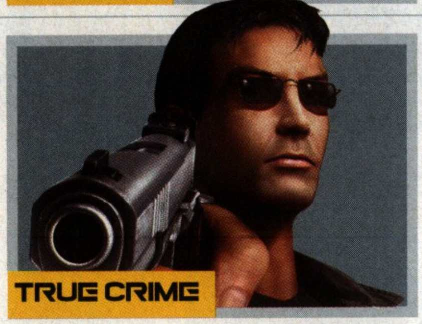
THE NO.1 TIPS AND CHEATS MAGAZINE FOR PS2


HARRY POTTER


MANHUNT


T.H.U.G.

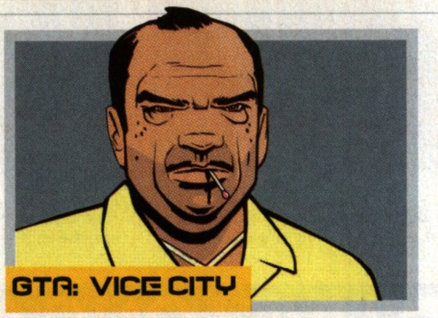
MOH: RISING SUN


TRUE CRIME

THE RETURN OF THE KING

HERE COMES THE PAIN

THE SIMS: BUSTIN OUT


GTA: VICE CITY

FIND EVERYTHING.
DO EVERYTHING.
GET THE T-SHIRT.

THE BIGGEST GAMES TAKEN APART.
NEXT ISSUE.

CHEATZONE

ISSUE 2 ON SALE
THURSDAY 15TH JANUARY

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NAUGHTY DOG
uk.playstation.com

This time he's got a dark side.
And a really dark side.

JAK II
RENEGADE

Jak's back. Sprung from jail and fighting for the underground resistance, he's older, meaner and hell-bent on revenge.

fun,
anyone?
PlayStation.2

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A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P.Manager'02
Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista
B = 0 2
Backyard Basketball
Backyard Wrestling
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Black and Bruised
Blade 2
BloodRayne
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
C = 0 3
Casper: Spirit Dimensions
Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Aggressive I.
Circus Maximus
Citizen Kabuto, Giants
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Bump's: K's Car Battle
Crazy Taxi
Cricket 2002
Crush Hour, WWE
Cyprien's Chronicles
D = 0 4
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney Golf
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Driver 3*
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 0 5
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Int. Winter Sports '02
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Play
F = 0 6
F1 2002
Fatal Frame
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline, Medal of Honor
Futurama
G = 0 7
G1 Jockey
Galerians: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave
H = 0 8
Hack (Dot)
Harry Potter & Ch.of Secrets
Haunted Mansion
Haven: Call of the King
Headhunter
Herdy Gerdy
Here Comes The Pain
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward
I = 0 9
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
International Track & Field
ISS Pro Evolution
Italian Job: L.A. Heist*
J = 1 0
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
Johnny Moseley Mad Trix
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
Lethal Skies 2
LMA Manager 2003
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge
M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Maximo
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes
N = 1 4
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Street Volume 2
NBA Tonight 2002
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL 2004
NFL Gameday 2004
NHL 2004
Nightfire
No One Lives Forever
O = 1 5
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
P = 1 6
Pac-Man World 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Q = 1 7
Q-Ball: Billiards Master
Quack Attack
R = 1 8
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Real Robot Regiment
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Revolution, Quake 3
Ricky Carmichael's MX 2002
Riding Spirits
Rise of the Akkadian
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Ops
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTS, Army Men
RTX Red Rock
R-Type Final
Rugby 2004
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure
S = 1 9
Scooby Doo: Night of 100 F.
Scorpion King
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 2
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Farm
Super Trucks
Superman: Sh. of Apokolips
Syberia
T = 2 0
Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Skateboard.
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
Top Gun: Combat Zones
Total Immersion Racing
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 2 1
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM
V = 2 2
Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3
W = 2 3
Wakeboarding Unleashed
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wild Arms 3
Winter Games: Snowboard.
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Racing, Merc. Benz
World Rally Champ.2 Extr.
Worms Blast
Wrath of Cortex
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 4: S.Y.M.
WWE Smackdown!: HCTP
X = 2 4
XGRA
XIII (Thirteen)*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 2 5
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duel. of Roses
Z = 2 6
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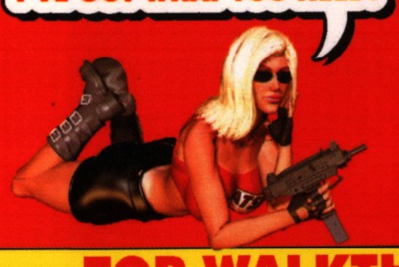

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